# Fergal Condron

# D11127787

# Mobile Apps

## Intro

The basic idea of the game is that you have one or more rolling balls on the screen, you have to get each ball into a hole and for it to stay in the hole. The balls move around a maze to find the holes and are controlled by the tilting of the phone.

The prototype is a long way off being done. So far the splash page, the select level page and the end of game page works. You can select different levels, which provides a different number of balls. The balls move on the screen and interact with the hole (not correctly but getting there). They interact with the wall as they should. I haven’t added a maze yet as that is the last thing to do when everything else works fine. Touch the pocket on the game screen to get to the end of Game screen

## Features

### Using the tilt function on a phone

The movement of the balls is controlled by tilting the phone. This affects all of the balls on the screen and has the potential to know one that was already in a hole, back out into play again.

### Using the physics library

The Corona physics library controls the speed and motion of the ball. It will allow me to use the tilt function, the gravity constant and the acceleration formula to create a realistic movement of the ball

### Different levels of difficulty

There will be 3 levels of difficulty.   
Easy – will just have 1 ball on the screen  
Medium – will have 2 balls on the screen

Hard – will have 4 balls on the screen, all being controlled by the tilt action

### Multiple levels

The level design will be based around the level number. The holes can be places anywhere on the screen.

### Holes randomly generated

The holes that the balls go into to win the game will be randomly generated each time to create a unique level each time

### Collision detection

The balls should not go through the walls or out the sides. The balls should also hit off each other and not pass through each other.

### Score system based on level and time

The scoring system will be based on the level the player is at and the time it takes for them to complete the game. It should store the users high score and put it on a high score table.

## Shakey Features

### Facebook Integration

You can post your high score to your facebook and use it to compete against your friends.

### Make your own level

Create a maze on the screen and then play it, with the holes being randomly generated every time

## Additional Information