

Team Destiny
Final Report
Chapter 1

The project we chose to work on was the Binary Orb game. The Binary Orb game was built for those with limited mobility by the Project Possibility group. We successfully compiled the project and the game is now running, for the most, part correctly. Right away, we could spot a number of issues, which will actually gives us a few choices on what we want to work on. Several bugs exist and will allow us to test a number of different issues.

The main issue we face at the moment is the sound files. The sound is currently not working with our build and that code had to be commented out in order for the game to run. We are looking at what can be done to fix this code in order for the game to be more enjoyable, as sound in a game would certainly be preferable if we can make it possible.

Another issue that was almost immediately noticed, is that you are capable of sending the player object ,the orb, completely off the playing field. The orb clips through boundaries and walls that it shouldn't. This clearly is not an intended feature and ruins your chances at completing the current level. On that same note, the reactions the orb has with its environment a lot of the times are hardly realistic in terms of physics. This also can greatly affect the feel of the game and even the success you have with it.

As a final feature to mention, this game is intended to perform with single inputs. This requires other keys not affecting the output of the motion of the orb. If they do, then it defeats its own purpose. This is also something we are interested in testing.