

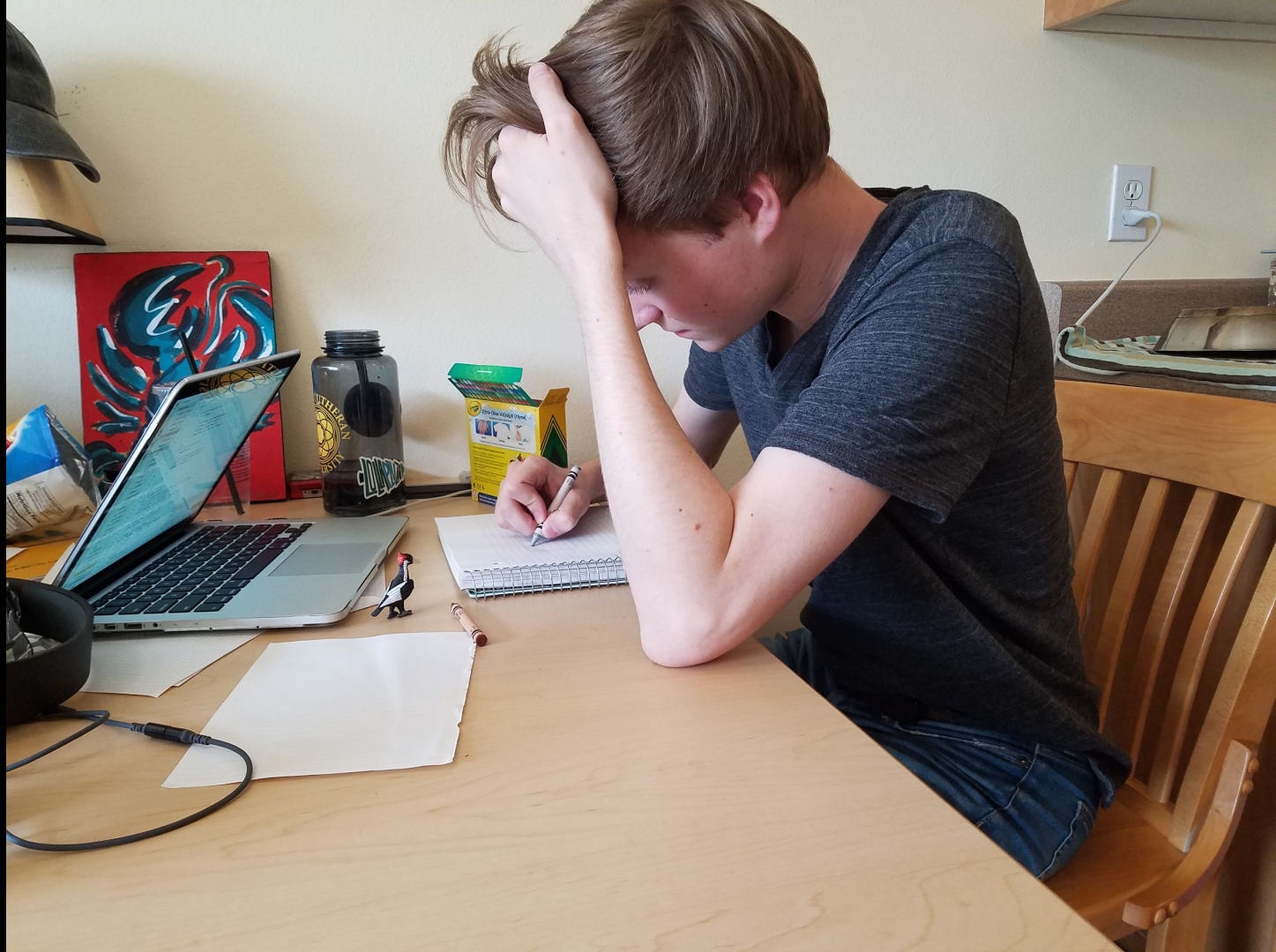
**ETHAN WIEDERSPAN & JOHN DOSTER**

and the

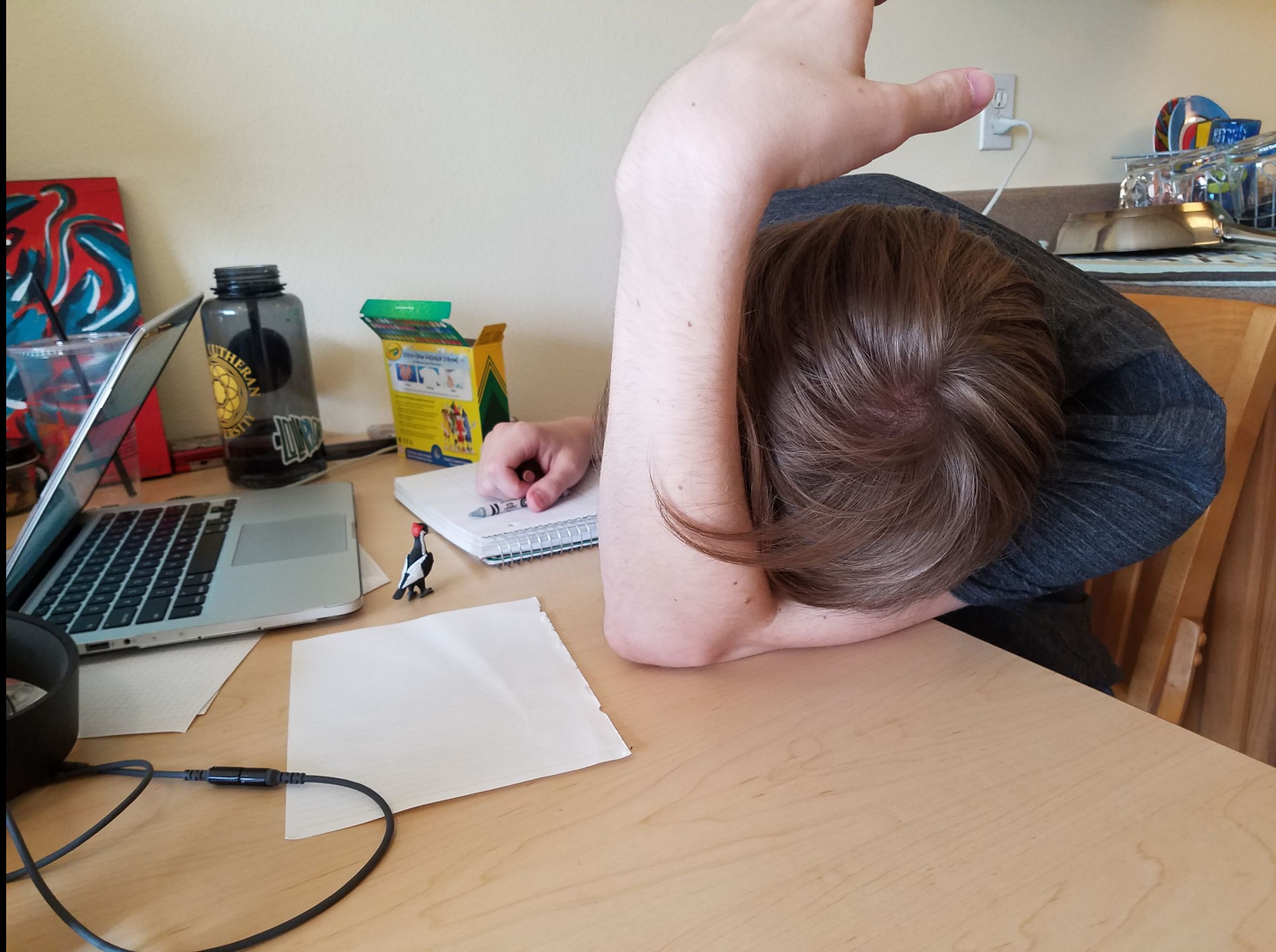
# **Kingdom of The Crystal Bunny**



**LORE...**

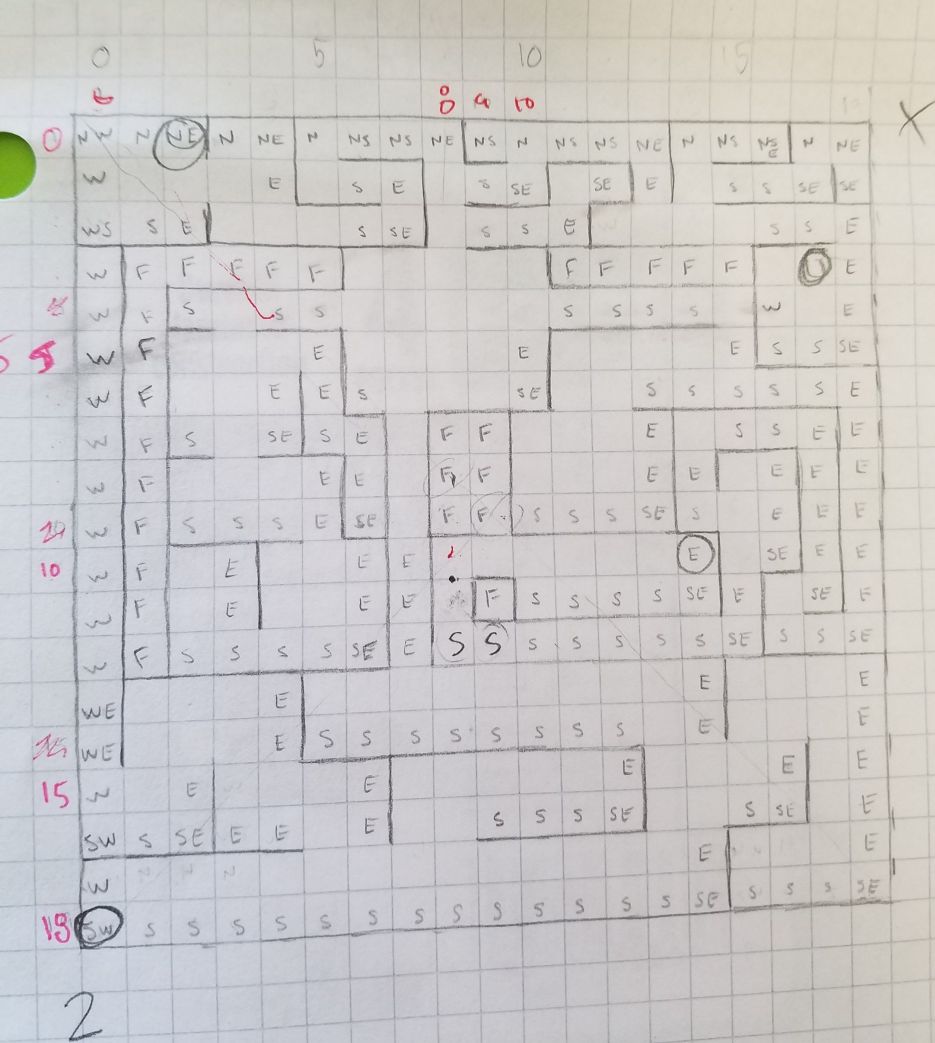






# **REQUIREMENTS:**

- **Player Controls for movements**
- **Rendering maze walls and doors**
  - **Collision detection**
- **Inventory for Collected Bunnies (keys)**
- **Doors that open if the play is holding the correct key**
- **Draw All the Textures**



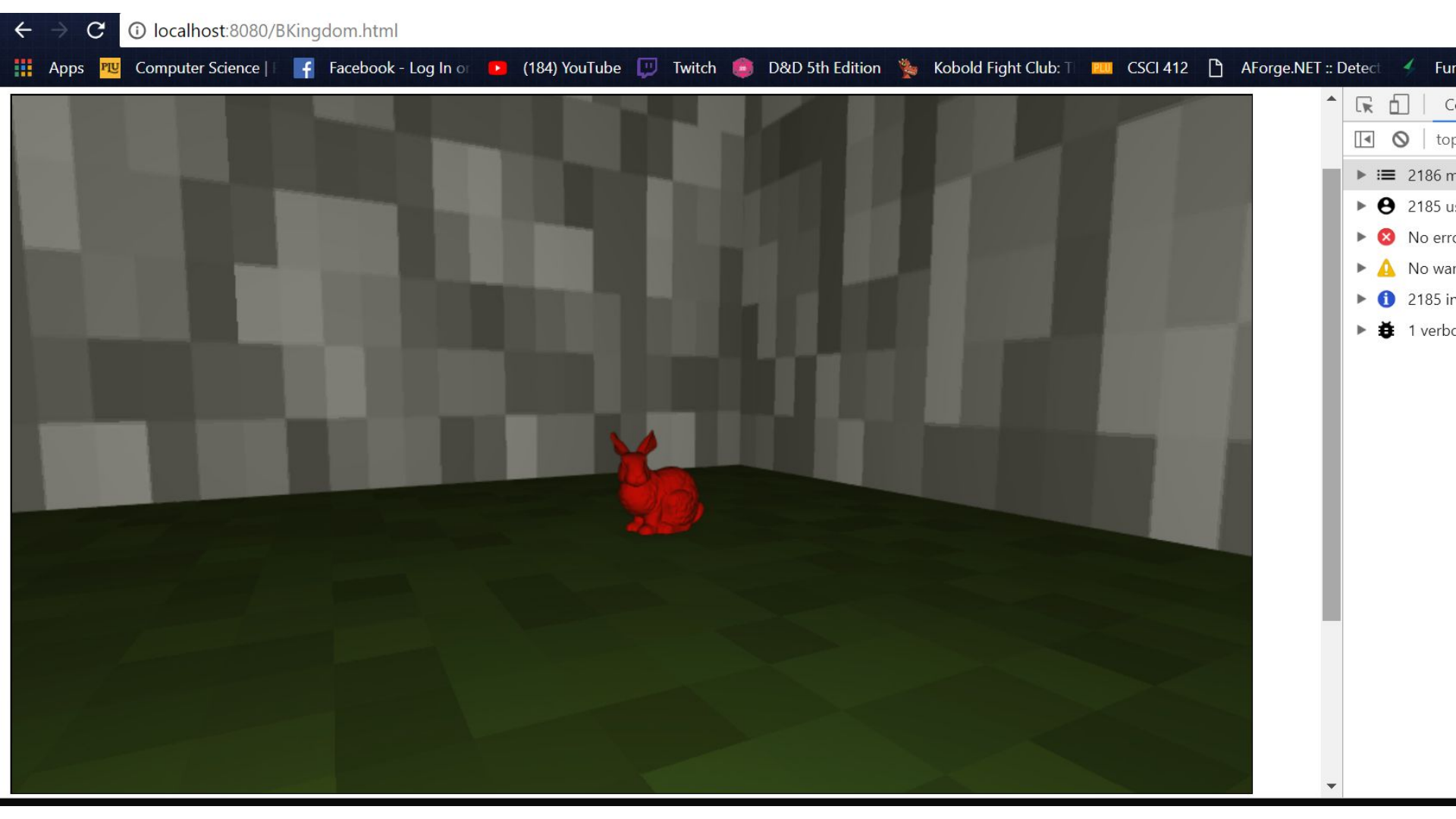
```
function() {
  s.board = [
    ["NW", "N", "NE", "N", "NE", "N", "NS", "NS", "NE", "NS", "N", "NS", "NS", "NE", "N", "NS", "NS", "NE", "N", "NE"],
    ["W", "", "", "", "E", "S", "S", "E", "", "S", "SE", "", "SE", "E", "", "S", "S", "SE", "SE"],
    ["SW", "S", "E", "", "", "", "S", "SE", "", "S", "S", "E", "", "", "", "S", "S", "E"],
    ["W", "F", "F", "F", "F", "F", "", "", "", "", "", "F", "F", "F", "F", "F", "", "", "E"],
    ["W", "F", "S", "", "S", "S", "", "", "", "", "", "S", "S", "S", "S", "W", "E"],
    ["W", "F", "", "E", "E", "S", "SE", "S", "S", "S", "S", "S", "E"],
    ["W", "F", "S", "SE", "S", "E", "F", "F", "E", "S", "S", "E", "E"],
    ["W", "F", "", "E", "E", "F", "F", "E", "E", "E", "F", "E"],
    ["W", "F", "S", "S", "S", "E", "SE", "F", "F", "S", "S", "SE", "S", "E", "E", "E"],
    ["W", "F", "E", "E", "E", "F", "S", "S", "S", "S", "SE", "F", "SE", "F"],
    ["W", "F", "S", "S", "S", "S", "SE", "E", "S", "S", "S", "S", "S", "SE", "S", "S", "SE"],
    ["WE", "E", "E", "E", "E", "E", "E", "E", "E", "E", "E", "E", "E", "E", "E", "E"],
    ["WE", "E", "S", "S", "S", "S", "S", "S", "S", "S", "E", "E", "E", "E", "E", "E"],
    ["W", "E", "E", "E", "E", "E", "S", "S", "S", "SE", "S", "SE", "E", "E"],
    ["SW", "S", "SE", "E", "E", "E", "S", "S", "S", "SE", "E", "E", "E", "E"],
    ["W", "S", "S", "S", "S", "S", "S", "S", "S", "S", "S", "S", "SE", "S", "S", "SE"],
    ["SW", "S", "S", "S", "S", "S", "S", "S", "S", "S", "S", "S", "S", "S", "S", "SE", "S", "S", "SE"]
  ];

  s.material = new Material();
  s.material.diffuseTexture = "cobble-texture";
}
```

# **COLLISION DETECTION:**

- **Done with a “look ahead” algorithm**
  - **Searches based upon the Quadrant the Player is in**
- **If the next Quadrant contains certain strings:**
  - **Stop movement**
- **Searches ahead several movements based upon the player’s speed.**







# **INVENTORY:**

- **Array of string in BKingdom.js**
- **If the player gets a certain distance away from a bunny**
  - **Picked\_up = true;**
  - **Add String to inventory**

A brown fedora hat with a black band and a coiled whip are resting on a wooden crate. The scene is dimly lit, with a strong light source from the left creating highlights on the hat and the crate's surface.

# INDIANA JONES

and the  
KINGDOM OF THE  
CRYSTAL SKULL

PROPERTY OF  
DR. JONES  
9906573

# DEMO



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**QUESTIONS?**

