Specs Overview:

Dunk-A-Prof is a computer game simulating a festival carnival dunking game. The player's model throws a ball to strike a target, thereby dunking Trustees staff. The game is played from a side view with a two-dimensional game space. All player control is exercised in the throwing of the ball; once released it follows a path consistent with Newtonian physics.

Dunk victims appear on a platform over a liquid-filled tank, with a target overhead. Victims are to be Deans, and Trustees, each with different models. Dunk victims sink into the liquid and then float back up to the surface; Trustees and Deans are dunked in blue water and emerge safely, whereas Trustees are in green acid and emerge skeletal.

Dunk-A-Prof players control each throw's launch angle directly, but only have partial control over the initial launch velocity (which is determined by a simple timing challenge, to make the game more difficult).(TBD)

Game Progression:
(0%).

Graphical Assets:

-Stills: -Basic Frame.

      -Splash screen:
      -Blackboard: "Dunk A Prof Start" and provides instructions.

      -Main game background:

      -Dunk tank requires requires one version with blue water and one with green acid.

      -(Numbers of sit/dunk/rise frames TBD.).

Code:

Written in Java version:

Using the following external libraries:

Physics: Newtonian.

Java Classes:

Important Files: