

Updog is a game about saving falling dogs. Gameplay will involve controlling a character in side-to-side movement to collect a balloon actor before catching the falling dog to prevent it from getting hurt. The object of the game is to save 10 dogs which will fall faster with each consecutively saved dog, thus increasing difficulty in a level-like capacity. If a dog is not saved, a “Game Over” screen will display; however, if all 10 dogs are saved, then a “Congratulations” screen will be displayed.

The first actor to discuss is the ‘Person’ actor. This is the only one which the player controls, and its function is to intentionally collide with a balloon and then a falling dog, to save the dog. Controls ‘A’ and ‘D’ will be used to move left or right in order to accomplish this. Person actor possesses a boolean value called “hasBalloon” which will be used to determine whether a dog is saved upon collision between the Person actor and the Dog actor.

The ‘Dog’ actor is the one in need of saving. The Dog actor will spawn, one at a time, in a random column of the screen and fall straight down at a rate determined by how many dogs have been saved thus far. When collision between Dog and Person is detected, the boolean hasBalloon will be checked and, if true, will cause the dog to float up into the sky, which triggers the spawning of a new dog and a new Balloon actor.

The ‘Balloon’ actor is a stationary actor which will spawn in at the same time as any Dog actor. The Balloon will generate into a random column and must be collected before it is possible to save the Dog and continue the game. Collection of the balloon occurs when the Person actor successfully collides with the balloon actor.

GitHub Repository: <https://github.com/hmathews-git/CSC170>