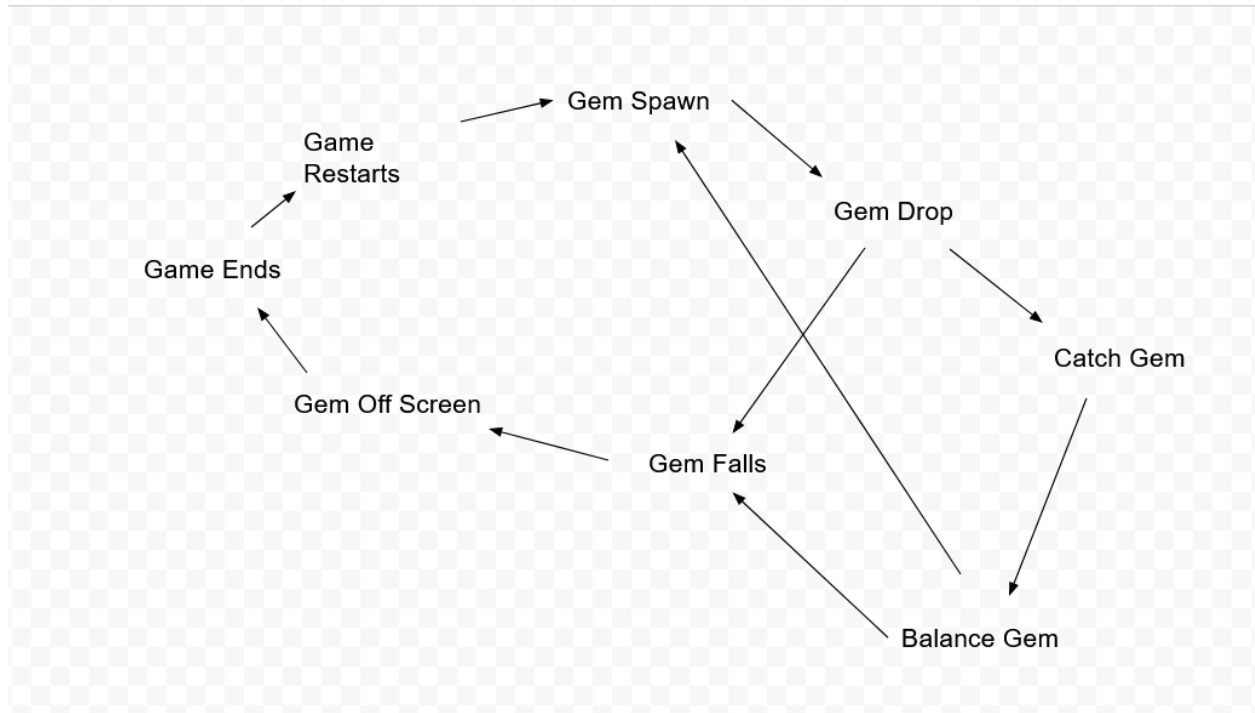


Gem Stack Thing™

Game Loop



Major Software Structures

ObjectSpawner: Spawns gems in a set interval to set off the main process of the game loop where objects are spawned and then have to fall.

GameManager: Controls the 60 second timer which will end the game when the timer reaches 0, as well as keeping track of the score.

PlatformMovement: Controls the movement of the platform using WASD/Arrow Keys and then the tilting of the platform using Q and E. Additionally, this platform uses events to reset its position/rotation.

Software Engineering Patterns

Observer Pattern: We used an EventBus that allows objects to publish and subscribe to events, allowing us to provide any elements with the ability to end the game, update the UI, and restart the game.

Animation States: We wanted to simulate the gems spinning, to do this we created an animation using elements we found online. We created animation controllers that set these animations to loops, simulating infinite spinning.