# Tennis To Die For

Jose Collado San Pedro
17202360

Title Screen

In the title screen we can see the logo of the game ("Tennis To Die"), two buttons in order to choose the difficulty and a few lines of text explaining the game controls.

The two possible levels that you can choose affects the movement speed of the player, the initial score, the bombs and balls drop rate and the score penalty when a ball hits the trophy table.

Game Screen
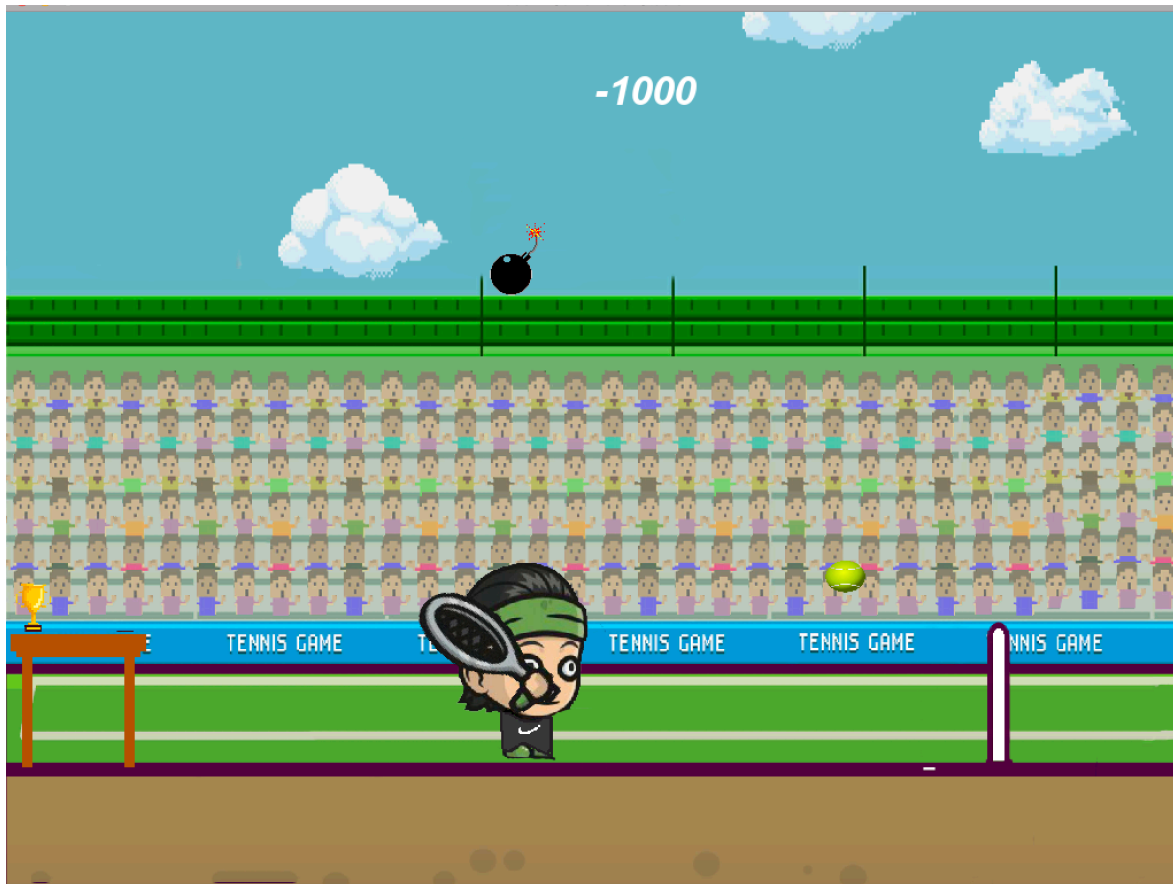
The bombs are dropped to the position of the player and wait a few seconds until they explode, so the player has time to avoid the explosion. The balls are thrown from the part of the tennis court that we can't see. I used the command *motion_set* for get the curve that they follow and *move_bounce_solid* to force that the balls bounce on solids.

They bounce when they hit the ground and disappear in the trophies table. The balls are instantiated with a direction, speed and height randomly chosen. When a ball hits the net it stays in the ground and but if it passes the player gets points.

The racquet can be rotate within a range in order to determine the direction of the ball. It's also possible to perform a smash with the space bar.

Game Over screen.

When a bomb explodes near the player and the collision is triggered, the player dies and the game finishes. That's the screen showing the final score and the instructions to restart the game.