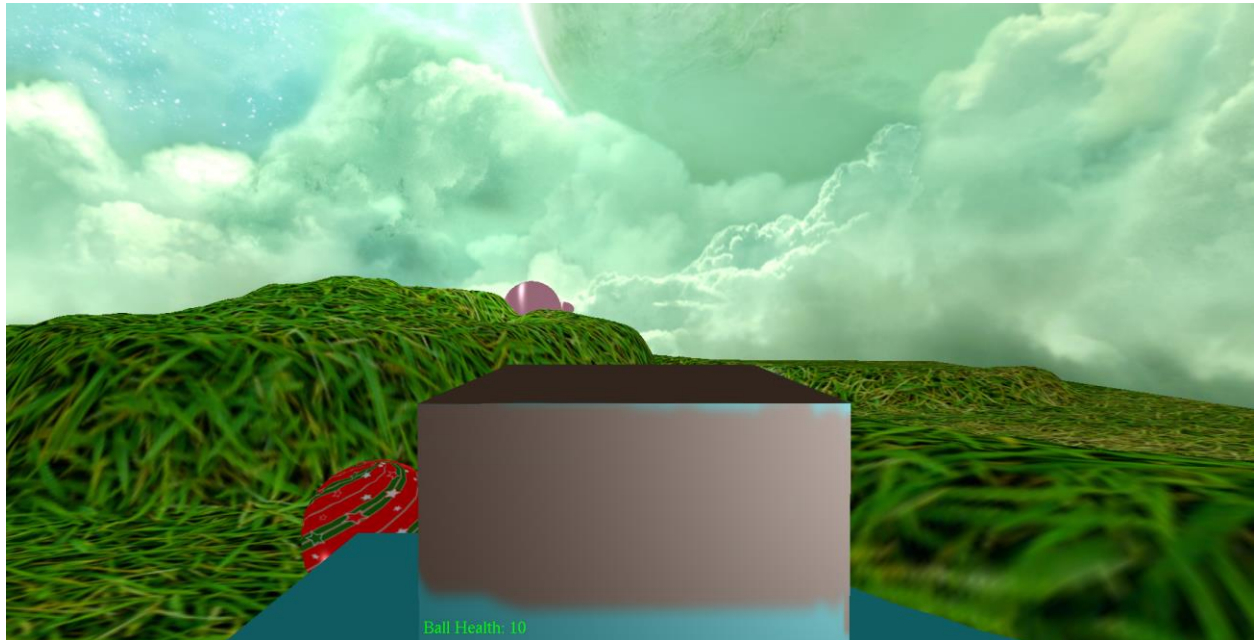A3-Smash Ball

Jonathan Cross

CSC 165

Section 02

1. Smash Ball

2. Gameplay

3. Compilation and running:

For the server, open the server folder and run compile.bat and then run.bat

For the client, open the client folder and run compile.bat and then run.bat

4. Input devices are just KBM

5. Start up however many clients and run to the ball to try and deplete the health of the ball first. You must be close to the ball in order to deplete the ball's health.

6. Use W and S to move forwards and backwards and A and D to turn to either side. And then left click on the mouse to attack the ball.

7. Script initializes x,y, and z components of the ball on the server side randomly

8. The network protocol now sends and receives updates on the ball's location and health. On top of the ghost avatar functionality.

9. Yaw function was added to tage for the TurnAction functionality with the camera.

10.

Genres: Action

Themes: Smash bros universe

Dimensionality: 3d in 3rd person on ground.

Activities: destruction

11.

External Models: Kirby(supposed to be NPC) and Steve(You)

Networked Multiplayer: Ghost Steves are networked as well as the ball

Scripting: Scripting is used in the balls initial location

SkyBox: Skybox is is the clouds/stars/planetscape around the map

Terrain: The grassy hills and it also has terrain following

Lights: Just the main light

HUD: The score at the bottom of the screen

3D Sound: The ball has 3d sound that plays louder as you get closer to it and has a rolloff distance.

Animation/NPCs: was supposed to be Kirby and him walking.

Physics: supposed to be the ball

12. animation, npcs, physics, lights

13. N/A

14. Just me

15. model and textures for Steve, Kirby, and the heightmap.

16.

Ball: https://www.publicdomainpictures.net/en/view-image.php?image=307010&picture=christmaspaper-star-texture

Grass png: https://www.publicdomainpictures.net/en/view-image.php?image=22222&picture=grass-pattern

skybox:
https://opengameart.org/content/interstellar-skybox-png

ball sound:

Choir magic shine from this page with

 17:

Pacman and Paperboy