**Apple Thrower**

**Software Design Document**

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| **Overview** |
| Apple Thrower is a 2D infinite shooting game built using liquidfun, an extension of the Box2D physics engine. The objective of the game is to increase your score by defeating successive waves of enemies, navigating around a particle system below by using limitless, but slow jumps. To defeat enemies, the player must throw apples at them. The number of apples a player has is limited, and apple regeneration is slow. When enemies are defeated, players gain apples. When a player comes in contact with an enemy, they will begin to lose health. When their health drops to zero, they player dies, and the game ends. |
| **Usage** |
| To play the game, first clone into the public repository available at:  <https://github.com/kevinpliang/apple-thrower-liquidfun>  Then, navigate to the testcase folder and run the bash script inside.  The game uses the keyboard and mouse. The controls are listed below:   |  |  | | --- | --- | | W | Jump Up | | A | Jump Left | | D | Jump Right | | Left-Mouse | Shoot | | P | Pause | | R | Restart | | Esc | Quit |   Buffer |
| **File Structure** |
| The games code is contained entirely within the Testbed folder of liquidfun. To get there, navigate to liquidfun/Box2D/Testbed |
| **Code Structure** |
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