

# Computer Graphics & Computer Vision

Sem Bastings

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## Microgame 1: Karting

The changes that were made:

1. We made the kart metallic.
2. We added crash objects (10), which are bowling pins.
3. Ramp color changed to the color of the road.
4. We added a hot dog car.
5. We edited the wheel sizes of the kart.
6. We added an archway for supporters to stand on.
7. A gummy bear was added on top of a rock and were both moved to the other side of the track.
8. We edited the course by adding multiple new and different track pieces
9. Created a shortcut that can be taken
10. Added a few small checkpoint loops to test the skill of the driver.
11. Added a sloped turn near the end of the track.

<https://play.unity.com/mg/other/kart-u0e8>

## Microgame 2: Lego

1. We moved an island closer and added a skull rock on top of this. We moved one of the collectable items into the mouth of the skull.
2. We added a "lose" button on top of some rocks. It's activated on touch.
3. To warn the player for the "lose" button, the button is surrounded by green bubbles
4. An extra enemy is added. This is a giraffe which shoots very fast but very inaccurately.
5. To warn players of the evil giraffe, a hazard sound is added near the giraffe which is activated when the player is close.
6. Changed crystal pickup sound to "explode" for some crystals.
7. We added some floating birds.
8. To win you need to also pick up 2 pieces of fruit
9. Near the end, there is a hippo with a collectable crystal for you to pick up.
10. There is now an extra route to another win block which you need to touch. It is on a new island where a mountain and some trees and flowers have been added.

<https://play.unity.com/mg/lego/webgl-builds-16510>

## Microgame 3: 2D Platformer

1. We added a building
2. We added new platforms
3. We changed the colours of the building and platforms
4. We edited the hitboxes of the new platforms
5. We created a secret level
6. We added extra characters in the form of aliens
7. We added extra tokens to collect
8. We edited the camera boundaries so that it follows the player to greater heights
9. We added a new enemy that is bigger, faster and jumps higher
10. We changed the player model size and colour