

Game Name: Hot High Striker

Game Elements:

Objective: The primary goal of the game is to achieve a high score by pressing a button to shorten the spring that will launch a ball. This ball is then used to hit a target as accurately as possible.

Scoring: The game keeps a local track of the player's performance through a scoring system. Players are motivated to keep playing and improving their score.

Timing: The timing of the player releasing the button is crucial in order to get a high score, this adds a skill-based challenge to the game.

Feedback: The game provides immediate feedback to the player, through visual cues.

These elements combine to create an engaging and competitive game that challenges players' physical skills

Number of Players: The game is designed for a single player.

GAME PLAY:

Game play Outline:

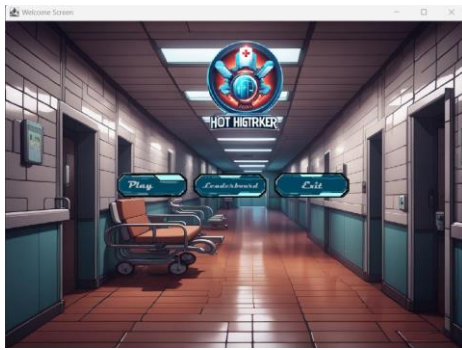
Upon starting the program, the user is welcome in the menu screen, with options to 1) Start the game, 2) Show the local leaderboard, 3) Exit the game. If the player chooses to play the game, a new window is opened in which the player has to launch a ball to a shown height of the High striker, based on the distance of ball to the target points are awarded. The player is encouraged to get the ball as close as possible to the target in order to get the most points within the three rounds. After three rounds pass the player is taken to the final screen where the score will be reflected in the local leaderboard.

Design Guidelines:

Game Design:

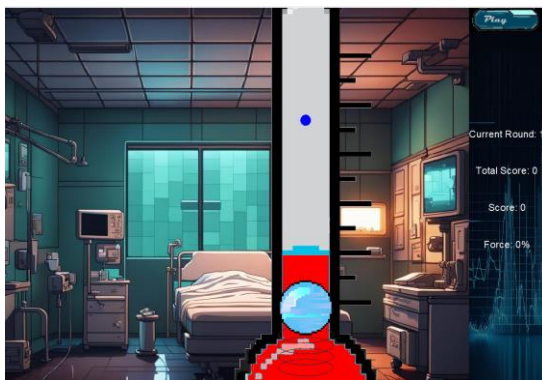
In order for the game to work as we have imagined we undertook many game design decisions, these can be categorized into three different groups based on their position in the game play loop (menu screen, gameplay screen, final screen), for each section a set goals have been chosen:

Menu screen:



Create a intro screen where users can play the game or quit

Gameplay screen:



Create a display method that will display the highstriker with marks to indicate the height.

The highstiker has a “target” that the user tries to deliver the ball to

a method that measures how long the user has held the space button, the longer the press the more force the ball is ejected up and displays a value based on the force user has enacted on the ball

Ball is ejected when the user release of the button

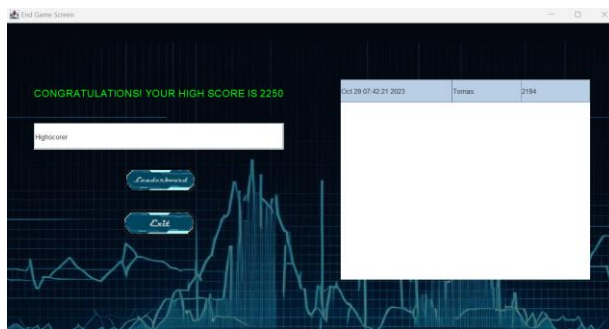
The ball’s speed will be reduced based on the deacceleration variable

Score is awarded based on how close this stop position is to the target.

Create a method that will be used to display a small spring at the bottom, used

as the indicator for the force applied by the player, the spring will be contracting as more force is applied. the ball will be moving with it.

Final screen



At the end of each game session, users are prompted to input their name to store their records.