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CISC 3667

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Blue Balloons

1. Layered background – background object(Sky), grass object(grass), ground object(grass block)
2. At least one image – sky, walls, pin, bird, balloon, etc.
3. A player-controlled sprite – imported player but, script is modified for this specific game.(PlayerMovement.cs)
4. A balloon sprite with automatic movement – the balloon moves randomly, and it also bounces when it collides with other balloons(Balloon.cs)
5. The ability for the player to shoot pins at the enemy – Pin.cs, PinMovement.cs, PlayerMovement.cs
6. Collision detection of pins, using tags so that a player does not pop himself with his own bullets – Pin.cs
7. Sound effect on collisions – balloon popping sound when balloon hit by a pin and hawk sound when bird is hit by a pin.
8. Displayed score for player – score text that shows every level what their score is. – Score.cs
9. Increasing size of balloon and impact on score – GameManager.cs, Balloon.cs
10. At least one distractor – Bird – Bird.cs
11. At least three levels in increasing order of difficulty – Every level increases the number of balloons as well as more distractions(birds). The points for hitting birds will increase throughout each level. – GameManager.cs
12. Scene transitions – GameManager.cs
13. Directions – included a ? button that explains what to do and tutorial button in the main menu.
14. Settings – included in the pause menu accessible via esc and button, also available in main menu.
15. Menu – Main Menu scene
16. Pause/Resume and link back to menu – Available in Pause Menu Scene
17. Some other UI – Available in main menu and pause menu.(Graphics dropdown, volume slider)
18. A data item that persists from scene to scene – high score text.
19. A second data item that persists – name input.
20. High scores – End Scene that displays leaderboard.
21. Animation #1 – Player
22. Animation #2 – Birds
23. Difficulty –

* **Normal Mode**(Hit a bird you only lose some points),
* **Hard Mode**(Starts at difficulty of level 3 of Normal mode, and the number of points decreased for hitting the bird has increased by a lot),
* **Expert Mode**(Starts at difficulty of level 3 hard mode and hit one bird lose the chance to earn points and -50 points(goes to leaderboard instantly)).

Locations(Scenes) of each component(may show in multiple scenes):

All Levels: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14 18, 19, 21 ,22

Main Menu: 14 ,15, 17, 20,

Difficulty: 23

Tutorial: 13

Pause Menu: 14, 16, 17

End: 18, 19, 20

What I am missing: Nothing

Links:

<https://github.com/owenl0000/CISC-3667-Lab-Game>

<https://owenl0000.itch.io/blue-balloons>