

Software Studio

軟體設計與實驗

NS SHAFT

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Important

- We use Cocos Creator 2.4.8 in this course.
- Please make sure you use the same version, otherwise your program may crash when we test it.



Goal

- Fork repo ***Lab10-NS-SHAFT*** to your local repository.
- Complete all TODOs written in **Platform.ts** to create an platform game.



Goal (Cont'd)

- Example Result



- DEMO URL: <https://minghaoouo.github.io/lab10-demo/>



Goal (Cont'd)

- Deadline: 2024/05/14 17:20



Grading Policy

- **Trampoline** and **Fake** platforms need to play animation at the proper timing when the player touches them. 20%
- **Trampoline** platform has **spring effect** when player touches it. 10%
- **Conveyor** platform has **delivery effect** when player touches it. 10%
- Cancel delivery effect when the player leaves Conveyor platforms. 5%
- For **Fake** platform, the player should fall 0.2 seconds after he touches the platform. 15%



Grading Policy

- All the platforms have only **upside** collision. You have to prevent collisions from the other directions. 15%
- Player's health decreases when player touches **Nails** platform, or increases when player touches other types of platform. 10%
- Trampoline platform will always increase player's health value if the player keeps jumping on it. 5%
- All sound effects are played correctly. 10%
- You will get 0 point if your program crashes during the test.



Cancellation of Delivery Effect



(O) Cancel **delivery effect** after leaving



(X) Do not cancel **delivery effect** after leaving

Fake Platform Effect



Spring Effect



One Side Collision

