

# Software Studio

## 軟體設計與實驗

# NS TOWER

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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 ***Lab11-NS-TOWER*** to your local repository.
- Complete all TODOs written in **GameMgr.ts** and **Platform.ts** to create an platform game.



# Goal (Cont'd)

- Example Result



- DEMO URL: [https://minghaoouo.github.io/lab11\\_demo/](https://minghaoouo.github.io/lab11_demo/)



# Goal (Cont'd)

- Deadline: 2024/05/21 17:20



# Grading Policy

- **Conveyor** platform has **delivery effect** when player touches it. 5%
- Cancel delivery effect when the player leaves Conveyor platforms. 5%
- All the platforms have only **upside** collision. You have to prevent collisions from the other directions. 10%
- Platforms have correct moving action. 20%
- Platforms have easing effect. 10%



# Grading Policy

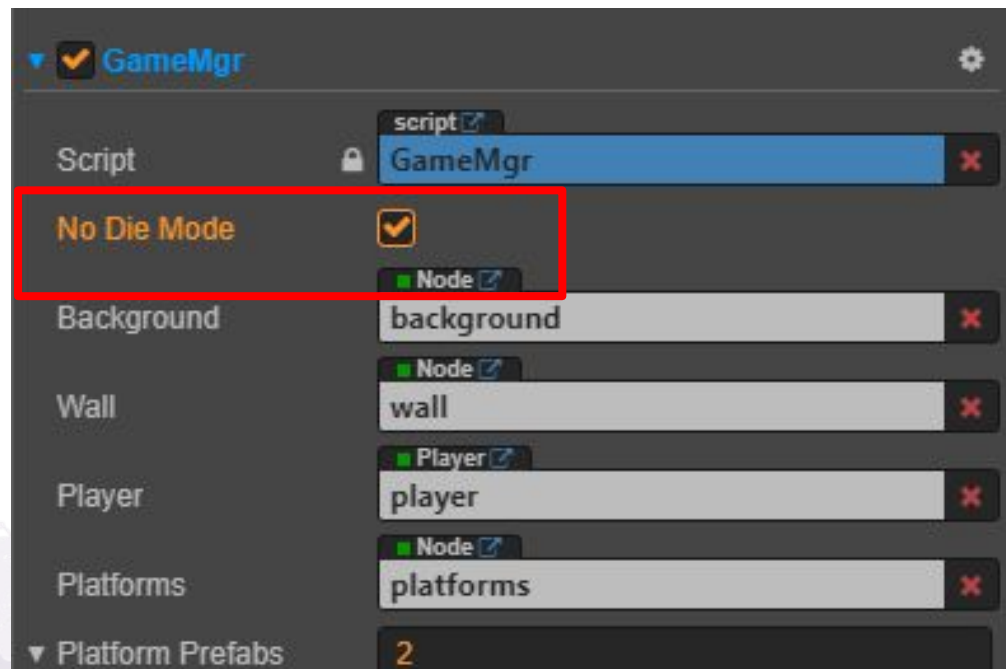
- When user presses mouse, the energy bar can keep gathering. 15%
- When user releases mouse, the energy bar can stop gathering. 15%
- Player jumps according to the value of energy bar. 10%
- When player falls down, the energy bar can stop gathering. 10%
- You will get 0 point if your program crashes during the test.





# Debug Mode

- You can use “Debug Mode” to prevent player from death.





# Cancellation of Delivery Effect



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



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

# One Side Collision





# Energy Gathering



# Cancellation of Energy Gathering





# Player Jump



# Platform Easing Effect



(O) Have easing effect



(X) Do not have easing effect