Assignment 1 Report

Reinier Pamintuan, CS 436

September 22, 2016

This game is called "Dodge Ball" and it sets the player as a single blue ball, that must try to avoid physical contact with balls rolling towards them. There are three levels and the current level will be shown on the bottom right of the screen above the score. The first level only disperses green balls of limited size. After the player gets a score of twenty they move on to level two, where the balls now become red and vary in size from small to large. If the player survives and achieves a score greater than 40, they move on to level 3. At level 3 the balls become cyan, and will come towards the player in pairs of two, while also varying in size. If the player is struck by any of the balls, they will disappear and the players score will be shown directly on screen. In order to effectively dodge the balls, the player can only move horizontally left and they are given the ability to jump either out of the way, or over smaller balls.

In order to play the game the player must use the left and right arrow keys to move back and forth, they must also use the space bar to jump. At any time the player can return to the main menu by pressing the "Menu" button on the bottom left of the screen. The only resources that I have used have been from the initial tutorial game, and only to reference the scripts. So the current game of "Dodge Ball" was directly from any sources but instead made from scratch.

Some of the things I have learned from this assignment was how to spawn and create objects with c sharp while the game is running. I've also learned how to destroy objects to limit the cpu usage especially when generating new objects consistently. Another thing I learned, was how to create buttons for a main menu that allow you to change scenes, and even quit the game.

In the future I hope to improve the design of the levels and the coloring. I also would like to make more interesting game dynamics, for instance giving the players new abilities, or even allowing the player to change shape for specific situations.