



Implementation

> Main Menu/Home Screen

Contains all available options, including a button to start a new game, load old game, change settings, etc.

> Gameplay

The ball bounces using the space key, it crashes when it hits a different colored entity. The ball can be resurrected using stars or by watching a video. Pressing 'P' leads to the pause menu.

> Pause Menu

Contains the option to save current game, restart and return to home menu.

> Settings Menu

Allows user to change some game settings like music/sound preferences.

> Leaderboard

the top 3 users

Shows

> Login Menu

For User login

> Game Modes Menu

Allows user to choose between singleplayer and multiplayer mode.

> Resume Saved Menu

user to resume an old game from list of saved games.

Allows

> Lose Menu

Allows user to resurrect using coins or by watching a video, restart or proceed to end menu.

> End Menu

Shows score, high score, current stars, etc. for the player. Gives the option to restart/return to home screen.

> Stats Menu

info about the player and option to return to home.

Gives

> Head-start

Allows skipping 10 obstacles

> Ball Shop

Allows user to pay stars to change ball size

Individual Contributions

Rishit: 50%

- > UML
- > UI Design and animation
- > Gameplay (Motion using Newton's Laws, collision, game object collection, scoring)
- > Linking and design of menus
- > Game theme implementation
- > Serialization and Deserialization
- > Bonus: Advanced animations, ball shop, headstart, multiple players and leaderboard, star gifting

Dhairya: 50%

- > UML
- > Obstacle design and animation
- > Gameplay (Randomization, non-repetition, infinite implementation and design of classes for game objects)
- > OOP Implementation
- > Deserialization
- > Presentation
- > Bonus: Game Music, Sounds

Bonus

- > Headstart (get a boost to skip first 10 obstacles)
- > Ball shop (change size by paying stars)
- > Leaderboard
- > Game Music (+option to disable)
- > Game object sounds (+option to disable)
- > Interactive Buttons
- > Added new mode (frenzy mode)
- > Multiple users
- > Option to gift stars
- > Player stats
- > In-game advanced animations
- > Information Menu