











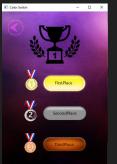






**Group 36** 









**PAUSE** 









# **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

### > 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.

### > Lose Menu

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

Allows

Gives

#### > End Menu

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

## info about the player and option to return to home.

> Stats Menu

> Head-start

**Shows** 

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