SPRINT 2

Google Drive Link

https://drive.google.com/drive/folders/1eGSRDZculi2aYGQKrROqr4WfDifcj5cc

Itch.io Link

https://sb57.itch.io/roll-a-ball-maze-of-fire

(I was unable to download WebGL, I do not know why so I do not know if this will work)

World Mods:

1. Plane - I changed the plane by making it larger. I also changed the color of it to be maroon.
2. Player Object – I moved the start position of the player game object to the bottom right-hand corner of the plane. I also changed the color of the game object to make it look like charcoal.
3. Walls – I moved the walls to fit the new size of the plane. I left an opening in the game board in the bottom right-hand corner, where the player game object is positioned to start by making one wall shorter than the others.
4. Add Walls – By duplicating the existing walls and readjusting them, I added more walls to the game scene in order to create a maze.
5. Wall Color – I changed the color of all the walls to a dark brown.
6. Pick Up Objects – I added 5 more pick up game objects. I placed one at each corner of the maze. I placed one object right in the middle of the maze. I also changed the size of the object in the middle of the maze to be bigger than the rest.

7. Pick Up Object Colors – I changed the colors of all the pick up objects to orange. They signify fire blocks.
8. Camera – I changed the position, and angle of the camera to be closer to the player game object for a better view of the action.
9. Skybox – I added a skybox to my scene to change the mood of the game to fit the theme.
10. Wall Edit – I had to add a character collider to my walls to keep the player object from rolling through them. I then also proceeded to make them taller.

Code Mods:

1. In the PlayerController script, I changed the count to go up to 17 because I added more pick up objects to the game.
2. In the Rotator script, I changed how the pick up objects would rotate.
3. In the PlayerController script, I changed the text displayed at the end of the game to pertain to the theme of my game.
4. In the Player Controller script, I added a jump component for the player game object to be able to jump, which also allows it to move faster.
5. In the PlayerController script, I changed the counter display text to pertain to my game's theme.
6. In the PlayerController script, I inputted text that would appear throughout the game and then disappear at the end, when the game was won.
7. In the PlayerController script, I inputted text to appear after collecting 15 out of 17 pick up objects to indicate that the user is nearing the end of the game.

8. In the PlayerController script, I made speed a private float value and increased it to speed up the pace of the game.
9. In the PlayerController Script, I inputted text at the bottom left of the screen that states the controls for the game.
10. In the PlayerController Script, I inputted text to pop up at the end that indicates that the game is over.

Game Mechanics

This game implemented many aspects of game mechanics. For example, physics played a huge part in the Roll A Ball game development. Objects have physics properties and interact with one another based on their properties. Internal economy also plays a roll. The pick up game objects are absorbed by the player game object as it comes into contact with them. To add to that, this game uses progression mechanisms. The main goal is to collect all the fire blocks. There is a counter that keeps track of how many are collected and the game ends once they have all been collected. Lastly this game incorporates tactical maneuvering. The game board is shaped like a maze and therefore the player must navigate through the maze in order to collect all the fire blocks. This game does not use social interaction.