

****Cannot display github due to this being a school project****

Ice Gunga Master

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Basic Description -

C++ Software Educational Game with embedded mini-games created through Qt Creator to teach users how to create homemade ice cream. Implemented Box2D Physics Engine within the game.

*All assets, such as the background, objects, and buttons were all drawn and created by us.

1. Players will be introduced to the starting screen in which they will be given the option to either start the game or exit the game.
2. Once started, the player will first be asked to click on individual ice cream ingredients to add them to the pot, in which the ingredients will show an animation of being dropped into the pot, as well as the ingredients being crossed off from the list.
3. The player will then be asked to heat the ingredients up with a mini-game where they are asked to hit the button when the bar is within the "green area." Followed by a heating scene.
4. The player will then chill the heated mixture in the fridge by pressing a button, which is followed by a shading in and out animation to represent an overnight time skip.
5. The player will then be asked to crank or spin the handle of a churner, in which they have to rotate the handle in a circle within the shaded line a specific number of times.
6. Lastly, the player will be represented with a congratulation scene which has confetti all implemented with the use of Box2D.