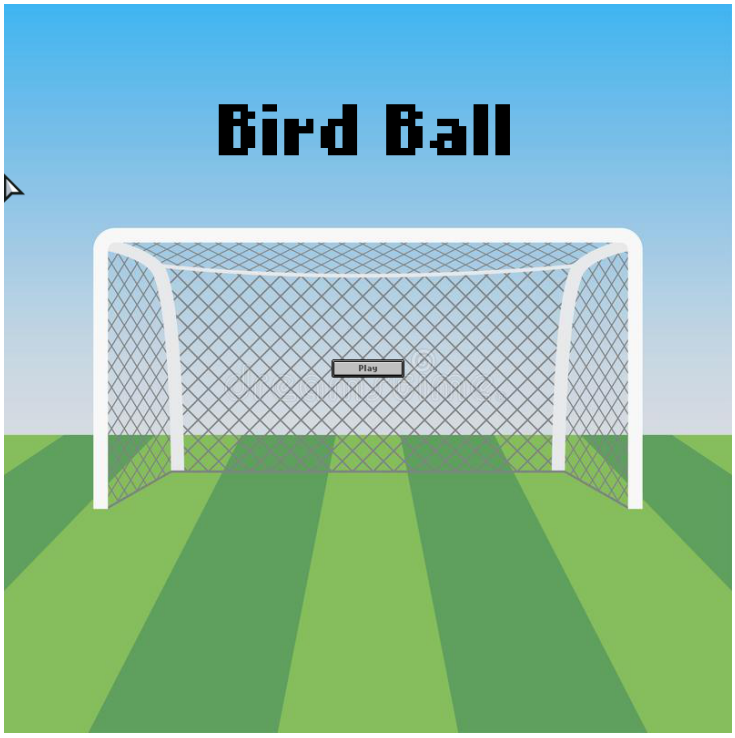
README - COMP4478 ASSIGNMENT 1

OVERVIEW

In this assignment, we were instructed to create a goalie based soccer game. I chose to make the goalie in my case a bird. This was so that the bird can fly around each corner of the net at the same speed in order to attempt to save the ball.
When first running the game, you will first be greeted with the menu screen as displayed in the menustate screenshot. When pressing play, the game will start immediately.
In the playstate, the upper left corner has the players score, while the upper right corner displays the amount of misses left before the game is over. The misses start at 3, and the game ends once the chances left hits 0. The objective of the game is to get the highest score possible.
The bird starts in the center of the net. The bird can be moved using WASD or with the arrow keys. He has animations, which are flipped for each direction that he is facing. The animation strategies used here for the bird were the same as those used in exercise 1, ie facingFlip, sprite sheets, velocity, etc.
Balls will spawn randomly some place under the net, though contained by the goal posts of the net in order to avoid the ball missing. The ball will then be given a random velocity, and start heading towards the net. I wanted to add a downward acceleration in order to mimic gravity, but I ran out of time.
If the ball collides with the bird, this can be detected using the FlxG.overlap method. When this occurs, the player's score will increase and be updated in the upper left corner of the playstate. If the ball however makes it to the top of the net without the bird colliding with it, the players chances left will be decremented. Once the chances left hits 0, the game will end, and the user will be brought back to the MenuState.
Unfortunately, I did not spend as much time as I would have liked to on this assignment, nor as much time as I actually needed. The game consists of the fundamental concepts, and with a small amount of tweaking would be much more polished. For example, we could add downward acceleration to the ball to make it look more realistic, text displays across the screen in for saves/misses in order to make the game more engaging, and sounds that could play when the ball is saved or when it is missed.

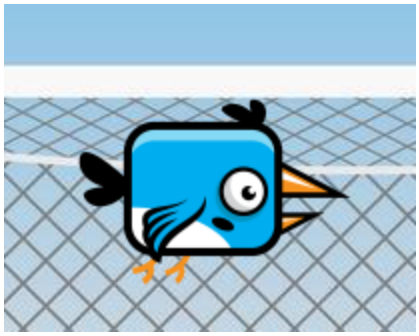
*** PLEASE SEE SCREENSHOTS ON NEXT PAGE ***

MENUSTATE SCREENSHOT

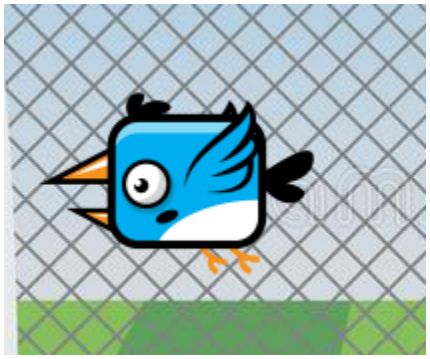


PLAYSTATE SCREENSHOT

BIRD ANIMATION - GOING RIGHT



BIRD ANIMATION - GOING LEFT



BALL ABOUT TO BE SAVED BY BIRD