CSC8507 Coursework 2019/20

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Video Demo URL

https://youtu.be/0JVLoSVUcIQ

Description

In this golf game, the player **controls** the direction of the ball with **A, D** or **left and right arrow**, and the force by pressing **SPACE** once to start charging and once again to apply the force.

The *capsules* shown in the game are different power-ups that are supposed to be a surprise and that's the reason why they are not labelled somehow. However, the player can learn through the game to distinguish them by their colours:

o   red -> increased strike force
o   blue -> immediate transportation of the golf quite close and around the final hole
o   purple -> swap positions with an opponent (available on "multi-player" levels).

The red striped "*bridges*" give some bonus points, that could be used to unlock extra features.

The *hatch*:

➢   when multi-player, it relates to 2 buttons that respond only to the golf ball that has the same colour as them,
➢   when single player, it just opens when the player collides with it.

The *multi-player* functionality in this prototype is presented with a "mimic ball" that copies the main player's position and reverse it. It is convenient though, in order to show the *co-op functionality* of the different coloured buttons that open the hatch.

The *fireballs* can burn the players:

➢   if the main player gets burnt, the player turns into black and stops moving, and after 2 seconds the level restarts
➢   it the mimic player get burnt, it turns into black and stops moving, and
   o   if the hatch is still closed, the game turns into single player, the buttons get disappeared, and the hatch can be opened with collision with the player
   o   if the hatch is opened, the main player continues the game.