

Final Game Report

Game Programming with Data Structures



December 8, 2024

Group 06

**Jenil Zadafiya  
Tirth Patel**

Game Report: "Hit The Mouse"

Developed by:

* **Jenil Zadafiya**
  + Student ID: 8958594
  + Email: [Jzadafiya8594@conestogac.on.ca](mailto:Jzadafiya8594@conestogac.on.ca)
* **Tirth Patel**
  + Student ID: 8965481
  + Email: [Tpatel5481@conestogac.on.ca](mailto:Tpatel5481@conestogac.on.ca)

Contents

[Introduction 2](#_Toc184615556)

[Gameplay 2](#_Toc184615557)

[Features 3](#_Toc184615558)

[Sound and Music 3](#_Toc184615559)

[Development Process and Challenges 3](#_Toc184615560)

[Design and Graphics 4](#_Toc184615561)

[Conclusion 8](#_Toc184615562)

[Resources 9](#_Toc184615563)

# Introduction

"Hit The Mouse" is a fun and engaging Whack-a-Mole style game designed to test players' reflexes and precision. Developed using the Monogame framework, this game offers a simple yet addictive gameplay experience suitable for all ages.

# Gameplay

Players are tasked with hitting as many moles as possible as they pop up from their holes. The game features multiple levels, each increasing in difficulty with faster and more frequent mole appearances. Power-ups and bonuses add an extra layer of excitement, allowing players to boost their scores or slow down time temporarily.

# Features

* **Multiple Levels:** Progress through various stages, each presenting new challenges.
* **Power-Ups:** Unlock abilities that help enhance gameplay and increase scoring opportunities.
* **Leaderboards:** Compete with friends and players worldwide to achieve the highest scores.
* **Responsive Controls:** Smooth and intuitive interactions ensure a seamless gaming experience.
* **Vibrant Graphics:** Colorful animations and lively visuals make the game visually appealing.

# Sound and Music

"Hit The Mouse" includes upbeat background music that complements the fast-paced action. Sound effects for hitting moles and collecting power-ups add to the immersive experience, making each interaction feel rewarding.

# Development Process and Challenges

Developed by Jenil Zadafiya and Tirth Patel, the game was built using C# and the Monogame framework. The development process focused on creating a balanced difficulty curve, ensuring that each level offers a fair challenge without becoming too frustrating. Regular testing on both Android and Desktop (Mainly) platforms ensured cross-platform compatibility and a consistent user experience.

One of the main challenges was optimizing the game for different screen sizes and resolutions, especially ensuring that UI elements like buttons and scoreboards remain clear and accessible across devices. Additionally, implementing smooth animations and responsive controls required careful tweaking to achieve the desired feel.

# Design and Graphics

The game boasts a bright and cheerful color palette, making it visually attractive and engaging. Semi-transparent backgrounds behind score entries enhance readability, while playful fonts add to the overall joyful atmosphere. The mole animations are smooth, providing a satisfying hit effect that keeps players coming back for more.

A screenshot of a game

Description automatically generated

A screenshot of a video game

Description automatically generated

A screenshot of a video game

Description automatically generated

A screenshot of a computer game

Description automatically generated

A screenshot of a video game

Description automatically generated

A screenshot of a video game

Description automatically generated

A screenshot of a video game

Description automatically generated

# Conclusion

"Hit The Mouse" successfully delivers a captivating Whack-a-Mole experience with its engaging gameplay, vibrant design, and responsive controls. It's a testament to the developers' dedication to creating a polished and enjoyable game. Whether you're looking to pass the time or challenge your reflexes, "Hit The Mouse" is sure to provide hours of fun!

# Resources

**Game assets**

<https://codesandbox.io/p/sandbox/whack-a-mole-zp5luv?file=%2Fsrc%2Fassets%2Ftoupeira6.svg%3A36%2C12>

**cloud**

<https://www.freepik.com/sticker/cloud_18257767#fromView=keyword&page=1&position=17&uuid=3748dd8c-3221-4b75-83f0-9aa8a67edfbb>

**background**

<https://www.freepik.com/free-vector/blank-forest-daytime-scene-with-various-forest-trees_18384005.htm#fromView=search&page=1&position=39&uuid=c2c6e60d-74ca-4dea-b307-183d06231b54>

<https://assetstore.unity.com/packages/2d/environments/2d-pixel-art-platformer-biome-american-forest-255694>

**leaderboard**

<https://www.freepik.com/free-vector/desert-background-video-conferencing_9702302.htm#fromView=search&page=1&position=1&uuid=6959f687-5a8e-4367-bc87-9555c735f0eb>

**Click**

<https://pixabay.com/sound-effects/click-151673/>

**Hit**

<https://pixabay.com/sound-effects/hammer-or-mace-melee-weapon-impact-236208/>

**Music**

<https://pixabay.com/music/video-games-retro-game-music-short-245228/>