

Driving Tony

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1 Description

Driving Tony is a game coded in Java with the help of the Jbox2D library. This was a project for the CS-107 course at EPFL.

Requirements : JBox2D

Best experience on Windows.

2 Content

1. DrivingTony project folder
2. DrivingTony runnable jar file
3. README.pdf

3 Game description

3.1 Launch

DrivingTony can be launched through the executable jar file or by running Program.java

3.2 Controls

- \leftarrow : move to the left
- \rightarrow : move to the right
- \uparrow : flip up the vehicle
- \downarrow : flip down the vehicle
- *SPACE* : change vehicle orientation
- *Z* : fire missiles (applicable only with the tank)
- *E* : jump
- *Shift* : brake
- *R* : restart level

3.3 Levels

3.3.1 Level 1 : Bike Game

- Vehicule : Bike
- Objective : Arrive at finish line

3.3.2 Level 2 : Wall game

- Vehicule : Tank type I
- Objective : Destroy the wall to reach the finish line

3.3.3 Level 3 : Slay Santa Boss

- Vehicule : Tank type II
- Objective : Kill the boss

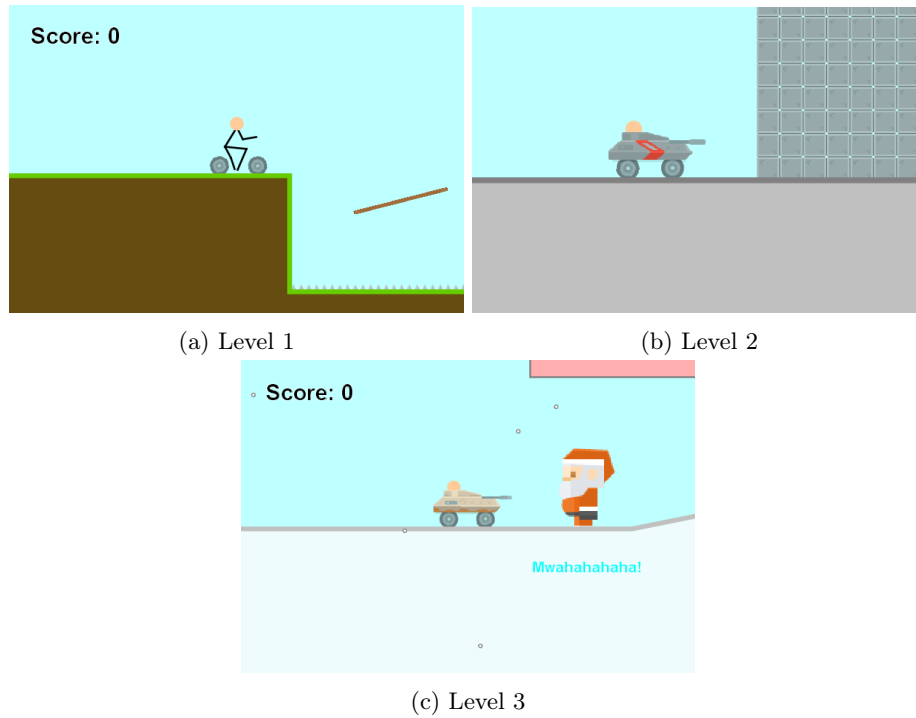


Figure 1: Driving Tony Levels

4 Game elements

1. Two types of vehicules : the bike and the tank (type I and type II)
2. Missiles : the tanks can fire missiles which explode and can destroy other elements
3. Seesaw
4. Pendulum
5. Speed reducer : slows the vehicle
6. Pikes : detach the wheels
7. Wall : destructible element
8. Slippery ground : ground with 0 friction
9. Bumper
10. Bomb : explode and kills the player
11. Snow (in the last level)
12. Santa Boss : AI, summons bees who throw boxes which can kill the player (bees move randomly). Has a health bar, can be destroyed with missiles. The boss throws bad remarks to the player.
13. And many more to discover...