CAPSTONE PROJECT

Problem Statement: 3 - Hyper Casual Games

Sub Problem: Racing themed interactive game with Chumbak character

Hardly David Singh

Brief Introduction about the game:

The movement user opens the effect then the user will hear audio instruction(**Tap the screen to ride like Hardly David Singh and Instructions bend your head left and right to collect coins and to avoid hitting obstacles.**) regarding how to start the game and how to play the game . The user can see his face as face extraction of the character face in the game.In the scene the user can see a game character Hardly David Singh,road,background scene.

As soon as users taps the screen the game starts with moving road,coins,side scenery such as moving trees,traffic lights and obstacles the user need to collect the coins and avoid hitting the obstacles.When the user collides with coins their will be a trigger coin sound immediately, as well as the score increase in the scoreboard area and when the user collides with obstacles there will be two triggers sounds,two animations and the game stops

Sounds - Gameover Instruction audio, Gameover music audio

Animations- The Gameover animation and Bobble Head guy animation with sinusoidal curve.

After a couple of milliseconds the user will hear final audio instruction playing as tap the screen twice to play again.

ASSETS:

Hardly David Singh - Body , Helmet Images used for a plane object.

Background scene Image myself designed in canva used for a plane object.

Coins - Designed myself in Iconsout with some of the available stuff in Iconscout.

Obstacles - One from github , another from a royal free website.

Side scenery elements - From github.

Bobble Head - 3d object provided by SOI,SV.CO.

Audio Instructions - Text to speech converter.

Audio Sounds - Coin Collide and Obstacles collide music from assorted music Library.

Patches:

I used all the patches present by default in spark AR Studio.

Screen Tap,Transition,Animation,Loop Animation,Logic patches,Counter,Value,pulse,Switch,Delay,AudioPlayer,SingleClipController,Random,Round,Patches related to position,Visible,Audio,e.t.c.

Script;

To get the count value from counter to script and convert text to a string and send it back to the score patch..

Possibility of Gameover:

1) Colliding with obstacles such as cactus and barrier.
2) If the user goes out of road there will be a Labrador barking sound and if the user stays more than three seconds the game stops.

Reasons to prefer more 2D objects instead of 3D objects :

1) Restriction on Size of file (<4mb) for Instagram.