

Report CS427

Midterm Project

Members:

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1. Introduction

Our project cloned a game called AA, it is a simple accuracy game in which you must place several needles on the circle without touching any other bits. The number of bits that need to be stuck are increasing as you progress through the levels.

2. Application

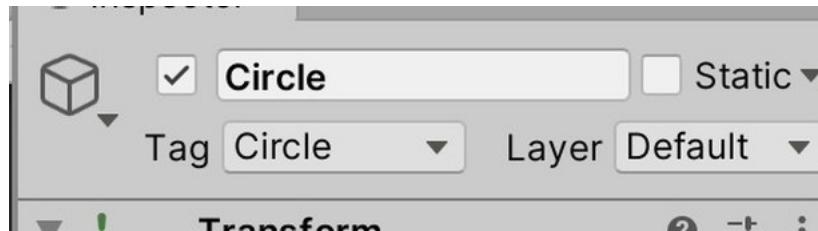
a. Features

- Menu game
 - Play game.
 - End game: Run animation and back to menu.
 - Setup.
- Game level: We have two levels
 1. In easy level: The speed is slowly, and players can shoot a variety of target. Just enter a space and use their gun handling experience, they will complete the target.
 2. In hard level: Players need to pay attention and shoot carefully since the speed is faster. They should avoid many bits that are shot on the circle.

Crucially, a circle increases in speed and reversed rotation occurs after players hit the circle.
- Support offline games, players can start games anytime, anywhere.
- Specially designed two levels where players can challenge themselves and constantly improve their shooting skills.

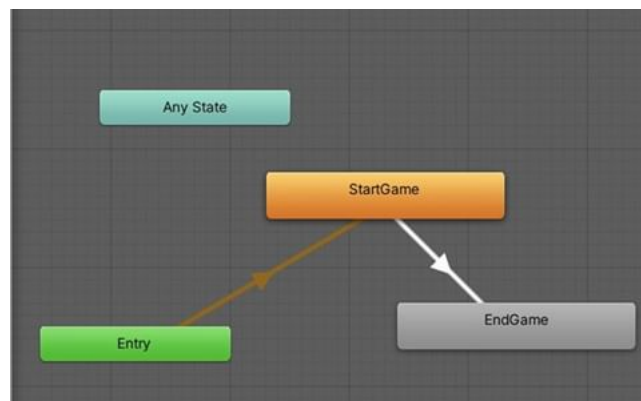
b. Techniques

- 2D collision detection:
In file throw.cs: if players collision an object called Circle, the circle rotates faster or it rotates reverse upon other levels.



- Efficient animation for games:

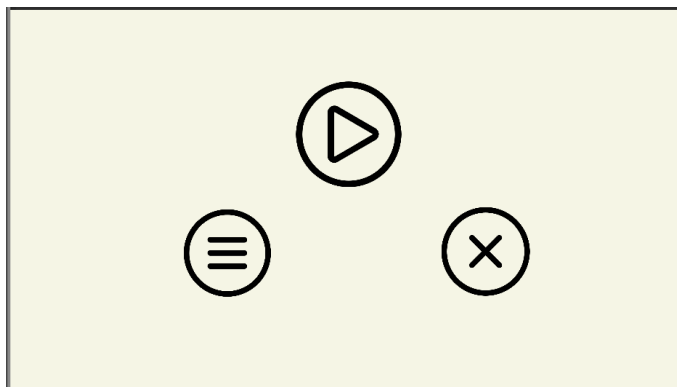
Afterwards, a parameter called score will increase. However, an animation “end game” could appear when they touch an object named Spear.



- Optimizing startup performance: Make our games quickly and smoothly.
- Audio for Games: Audio is an important part of any games. It adds feedback and atmosphere.

3. Screenshots

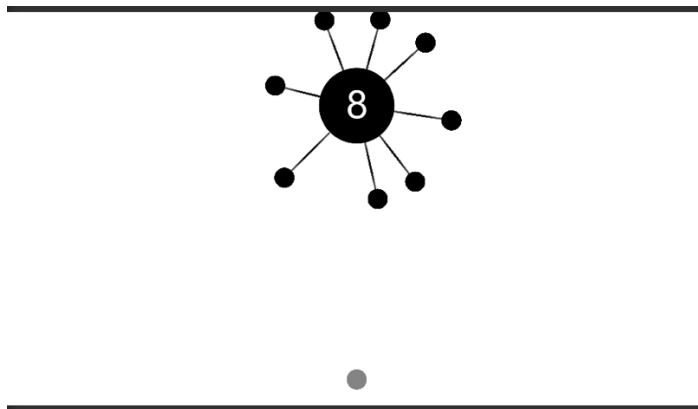
Menu Screen:



Level Screen:



Player Screen:



4. Reference

<https://github.com/rajattyaagii/AA-Game>