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09 December 2008

Final Project Report

# User Manual

## Game Semantics

The objective of the Northwest Clear-Cutting game is to cut down all trees without being hit by eggs. After cutting down a tree, an eagle overhead begins dropping eggs as revenge for destroying its nesting area.

## Game Controls

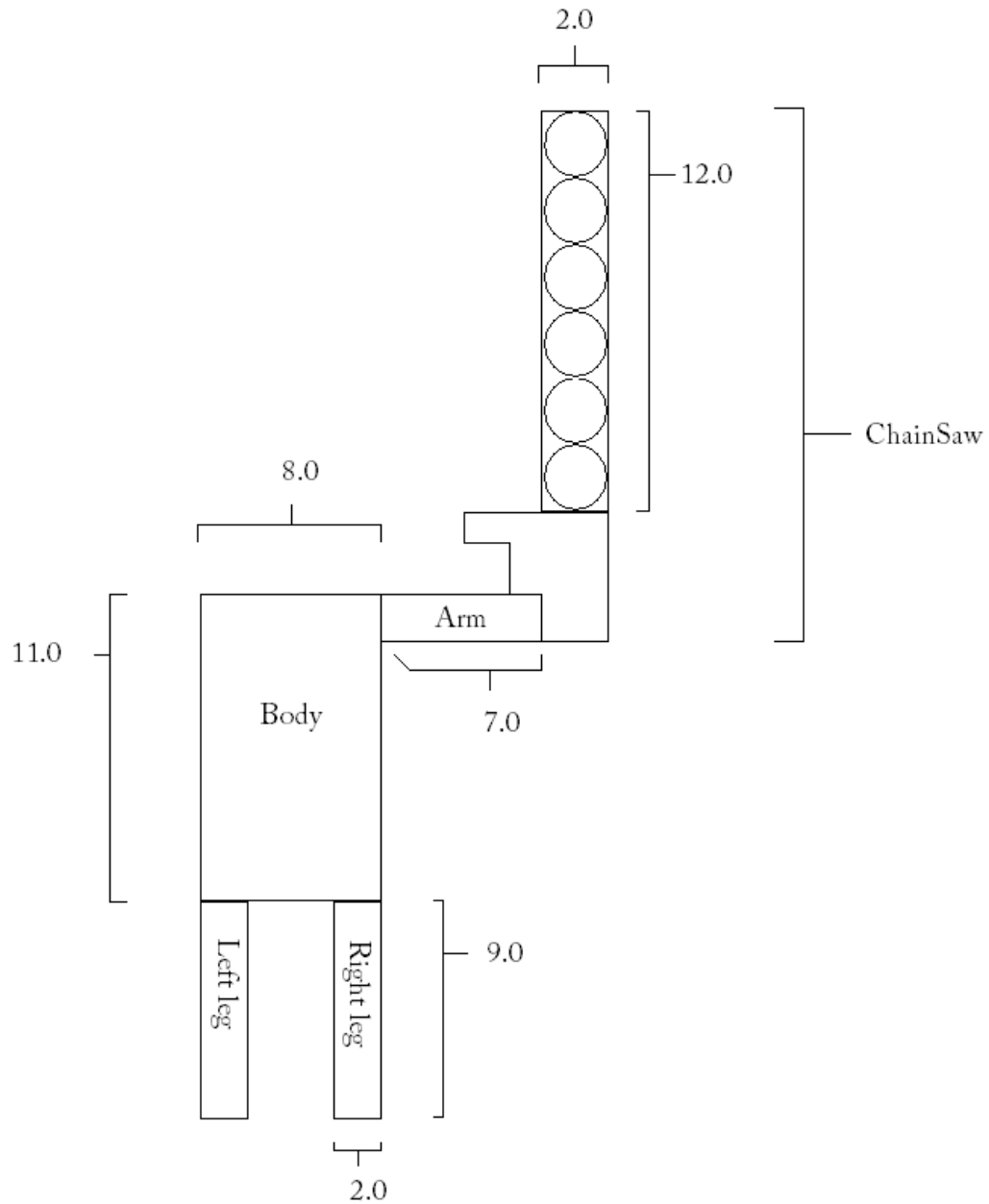
The keyboard arrows control the movement of the hero object. The down arrow moves the hero “toward” the user, while the up arrow moves the hero “away.” In order to activate the chainsaw, the user presses the spacebar. When the chainsaw comes in contact with the base of a tree, that tree is cut down.

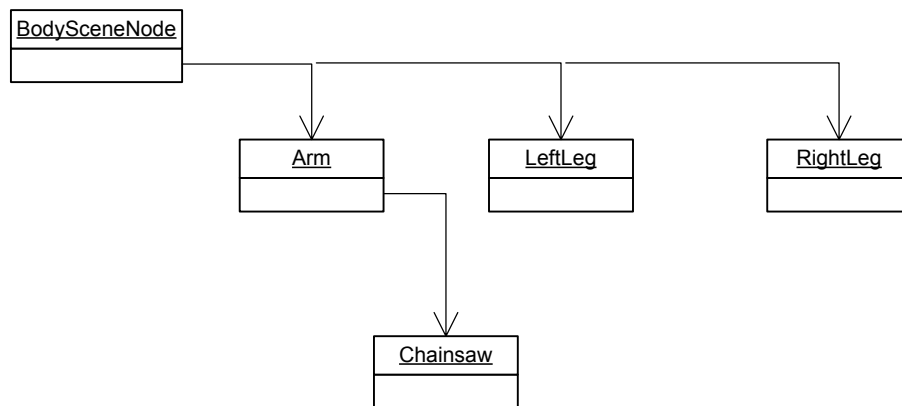
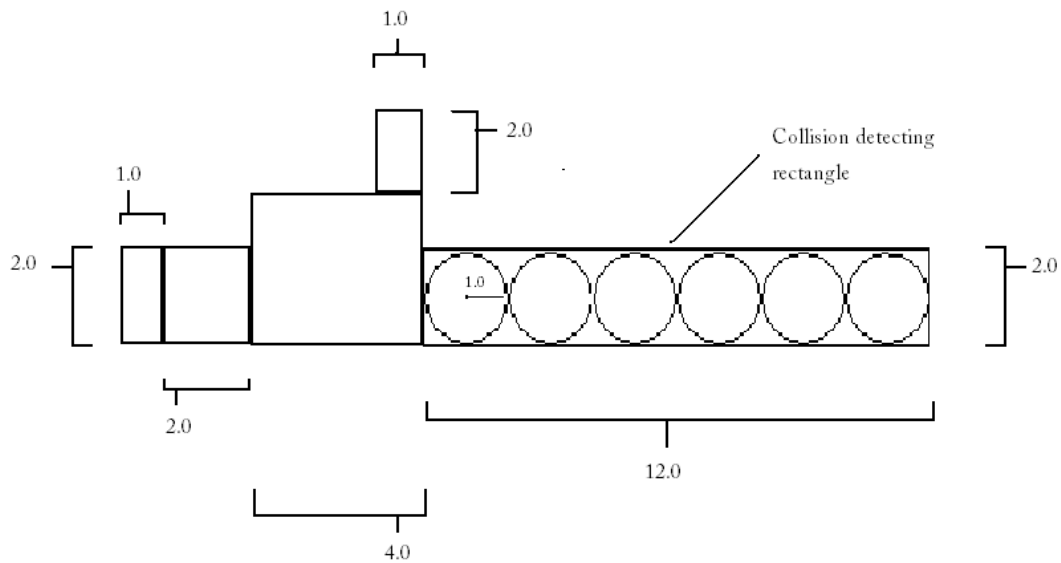
The “b” key is pressed to use the chainsaw to block falling eggs from hitting the hero. If these eggs do hit, they splatter on the hero object. The chainsaw will remain in the blocking position until it is started again using the spacebar.

Pressing the “q” key will make the user call “Timber,” however this plays no part in the playing of the game thus far (see “Features for next version” section).

## Hero Design

The hero object has been texture-overlaid with the image of an actual lumberjack.





## System Evaluation

### Known Bugs

- Audio does not always play reliably when trees are cut
- Hero sometimes rendered after trees which he should be ahead of.

### Limitations

- No facility to remove cut trees
- Bounding issues between trees and hero—difficult to accomplish with 2d approach

## Features for next version

- The lumberjack will have a crew that will move all the fallen trees to the top of the foreground where a truck will be waiting to pick the trees up and load them on the back of it.
- Collisions between falling trees will be able to fall on the crew and the lumberjack causing them serious injuries/death. To prevent this, the lumberjack will call out “Timber” as a warning to the crew.
- Once a level has been completed and all the trees have been placed on the truck, the truck will move off the screen.
- Smokey bear drops pancakes / health (recovers hero from egging).

## Sources for images

Lumberjack: [http://www.jeremypantoja.com/Gallery\\_2D\\_02.html](http://www.jeremypantoja.com/Gallery_2D_02.html)

Background: [http://scienceblogs.com/framing-science/2006/09/survey\\_of\\_enviro\\_reporting\\_acr.php](http://scienceblogs.com/framing-science/2006/09/survey_of_enviro_reporting_acr.php)