

Rotten Bananas – Stupid Gorillas

Gameplay/Controls Overview

When the game is first started, click the start button to begin. Once this happens, it goes to player 1's turn. At the beginning of each turn, the window in the bottom portion of the screen is able to be moved/scaled. The player is allowed to begin movement at this time. Once movement begins, the view is locked and the gorilla is able to move for 4 seconds by using the arrow keys.

After movement time expires, the player must hit spacebar to select up to three bananas to throw. After the player has at least 1 banana, the top window can be left clicked inside to initiate a throw. Throwing direction is calculated based on the distance from the banana position to the mouse click position. The throw is forced to be parabolic due to the boulder in the middle. The distance or power of the throw is determined by the yellow bar that goes up and down, so you must time your throw based on this bar in order to control power. Once the mouse button is released the banana(s) are thrown.

The window will follow the banana while in the air. The player has slight control over the bananas x and y position in the air by using the left and right arrow keys. If the banana goes out of bounds or hits the other gorilla, their turn ends. If the other gorilla is hit, they lose health points equal to the number of bananas that were thrown. Once a player's turn ends, the other player begins their turn. This continues until a gorilla loses all health points and the winner is the one left with health, or until both gorillas run out of ammo – resulting in a draw.

Controls:

Our game has different modes that it switches between and is turn based. As a result, the controls change based on what state the game is in.

Before turn – Bottom window

- Left click and drag– move upper window position
- Right click and drag – scale upper window

Beginning of turn - movement

- Left arrow – Move left
- Right arrow – Move right
- Up arrow – jump
- Down arrow – drop from platform

After movement time expires – Upper window

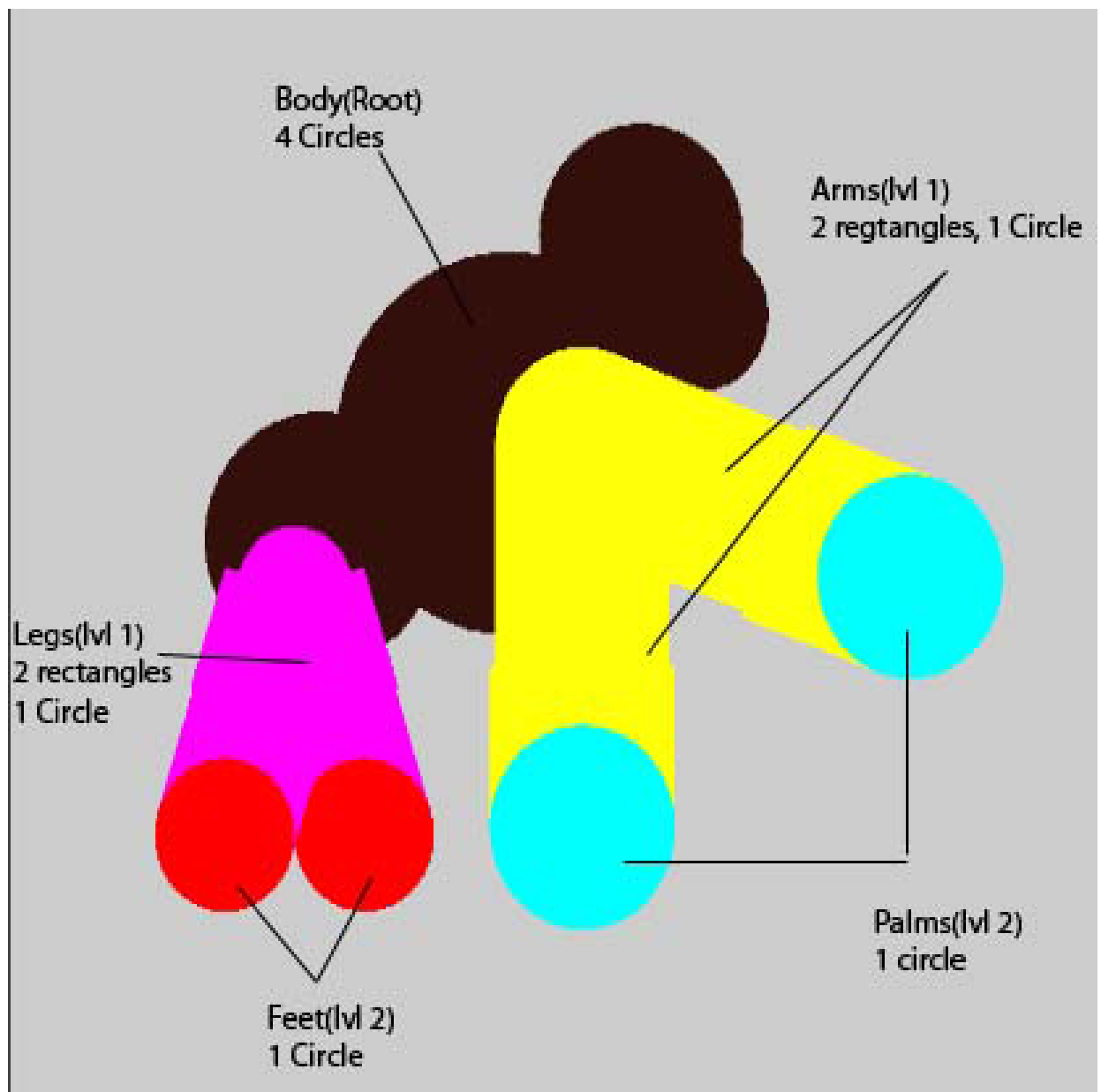
- Left mouse down – initiate throw
- Left mouse drag – adjust direction of throw
- Left mouse release – throw banana toward current mouse location using the amount of power indicated by the yellow bar

Banana in air

- Right arrow held down – move banana right
- Left arrow held down – move banana left

Hero

Our hero is defined by using scene nodes to make up the different body parts. There is the root scene node for the hero which has 1 circle for upper body, 1 for lower body and two for the head inside it. There are two level-1 node arms with lvl-2 node palms. The legs are similar to the arms and have foot children. The hero node also has some game functionality associated with it and communicates with the model.



Known Bugs/issues

When clicking multiple times for a throw, sometimes it will stop a throw before. Another attempt to throw is needed.

Scrolling text for damage does not always display in correct position(usually very close though)

When a turn ends, if the player is holding down arrow key from moving the banana, it will start the next player's turn/movement before they might be ready.

Features for next version

- Wind factor
- VS computer mode with adjustable difficulty
- Additional level layouts
 - Different objectives such as hitting moving objects
 - Obstacles in the way of throws
 - Throwing and moving done at same time with additional enemies/obstacles in game. (non turn based)
- More animations
 - Receiving hero's arm follows the banana in the air
 - On hero death, they fall over
 - When banana hits hero, have them catch it and have eating animation where their head turns green because banana is rotten
 - Victory animation
- Power-ups – scattered in air to be hit by banana or picked up by hero
 - Extra turn
 - More health
 - Double damage
 - Gain extra control of banana accuracy
- Additional sound support
 - Sounds on wins
 - Hitting boulder
 - Walking
 - On banana miss
- Additional textures for platforms/gorilla
- Story line