Don’t be Dinner

Ting-Hao (Howard) Chen + Samuel (Sam) Dyment +
Michael (Mike) Lin + Ching-Heng (Richard) Lu +
Yi-Tsen (Amy) Pan + Gaurav (Gary) Verma + Jackie Yang

Demo - Single Player

Introduction

Gary

- Play off original fishing game with roles reversed
- Exciting racing game where you race through a course as fast as possible (multiplayer or single player)
- Avoid hooks and other swarms of fish as you explore an exciting world
- Rush to the finish line so you “Don’t be Dinner”

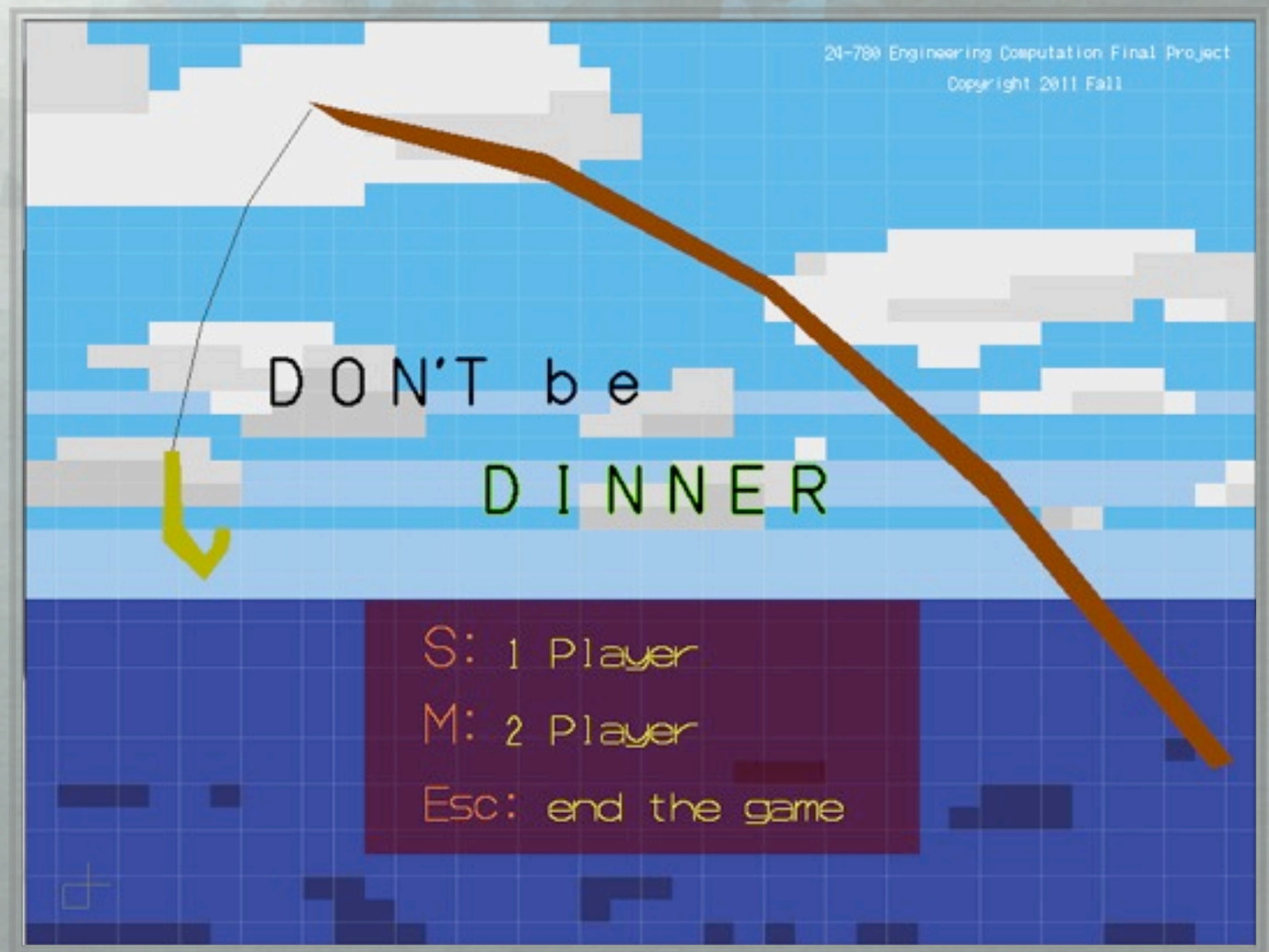
Game Management

Main: Creates Game object,
calls Game.run()

Menu

Howard

- Template from shooting game
- Multi-modes
- Design



Buttons

- Getting Started
- controls
- remapping
- Features
- pause
- restart

Game Mechanics

Sam

- Players handle interactions between all game objects (Hooks, Cameras, Boundaries, other players)
- Different behaviors for different player types
- Go Function

Input/AI	Collisions	Movement & Check

Player - Input / AI

Follow the nearest leader
Swarm when close

Follows Racecourse
Slows down at turns

If close, run from hunters
If far, move randomly

User

Racer

Leader & Spaz

Follower

Hunter

Prey

Input from Button object

Turn and accelerate randomly

If close, chase prey
Otherwise, wait

Player – Collisions, Movement, and Check

Boundary Collisions

Bounce/Reflect off of boundaries

Player-Player Collisions

Players/Racers bounce off of each other

Players/Racers slow down when they run into leaders or followers

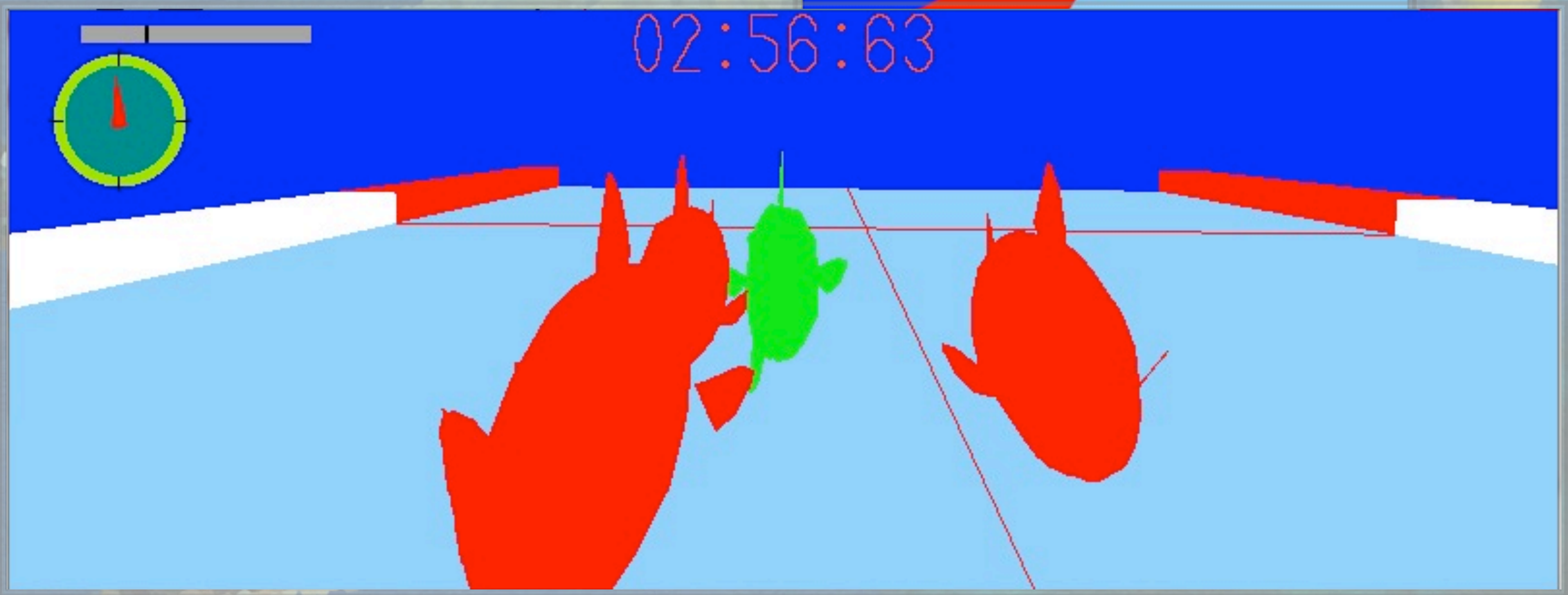
Apply drag to slow the players down

Update position and check location

Multi Player

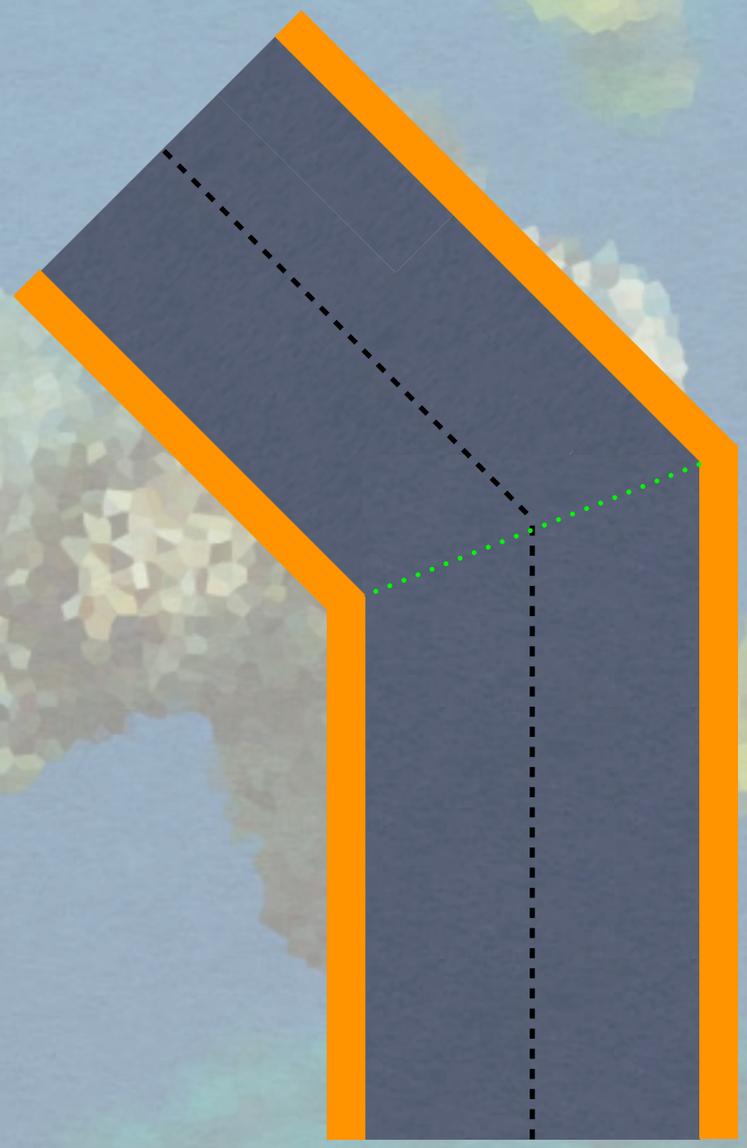
Jackie

- Split screen



Boundary

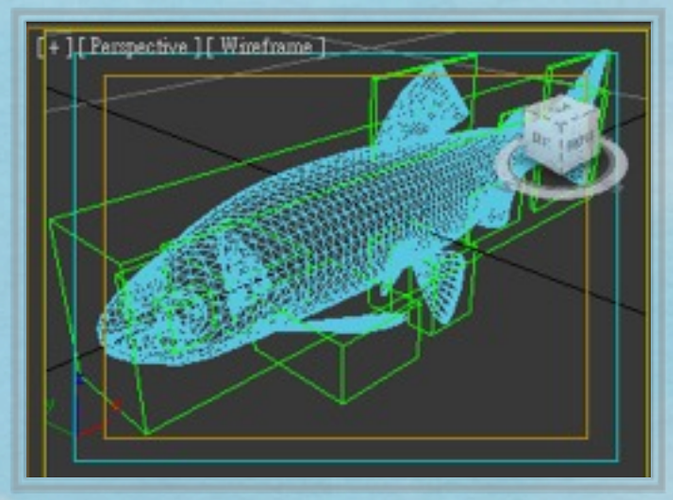
- Central line
  - read from text file
  - calculate angle
- Draw wall
  - create left/right points
  - modify by draw cube



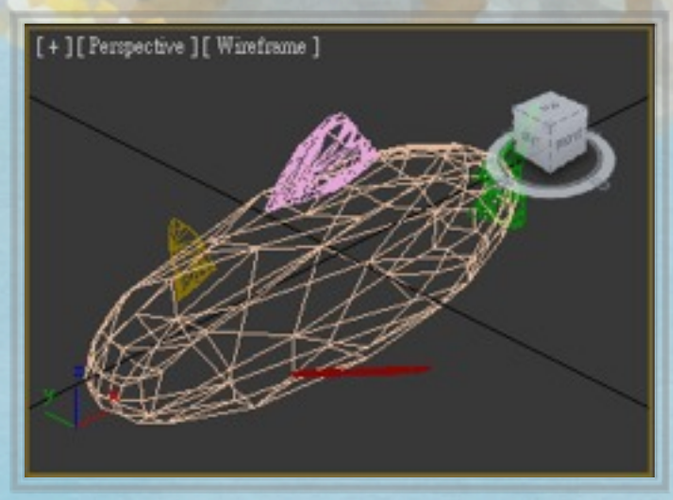
Fish Model

Amy

- Load 3D model to OpenGL .
  - Edit and Export to obj and mtl files : Autodesk 3DMax.
  - Calculate the triangles and vertex normals from the geometry data.



!error: Structure is too complex that can not run in the Game



Use less polygons and triangles to simplify it

Import 3D Model

- Animation
  - Edit and create new objects in 3dMAX (ex. wagging tail)
- Texture Mapping

Obstacle

Mike

Hook

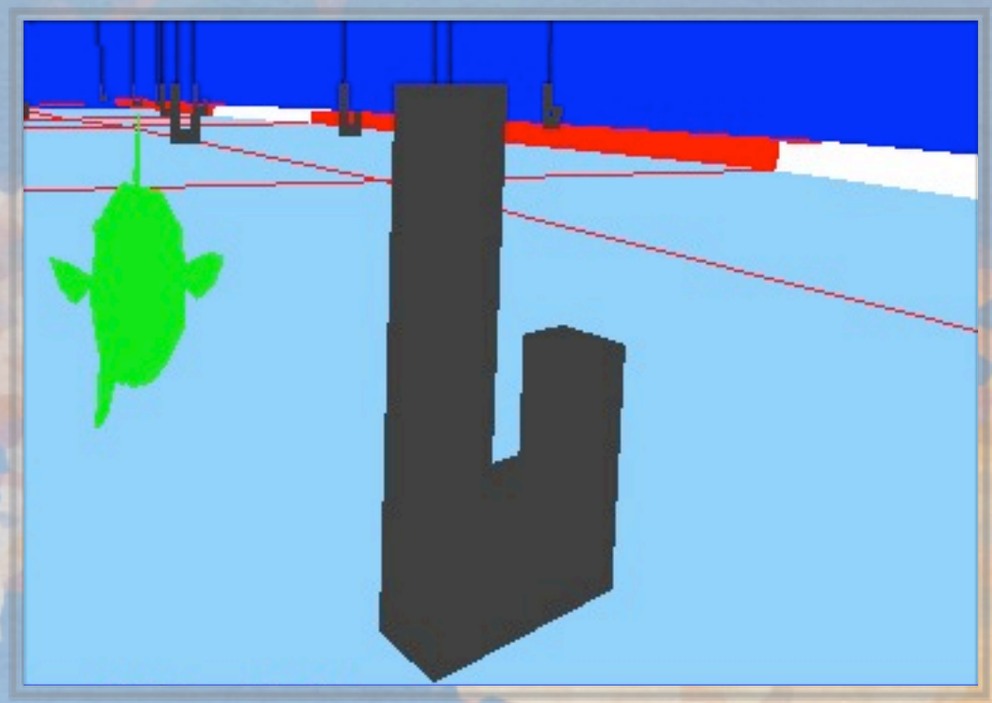
Bonus Item

Debris

- Inhe r code re

Hook

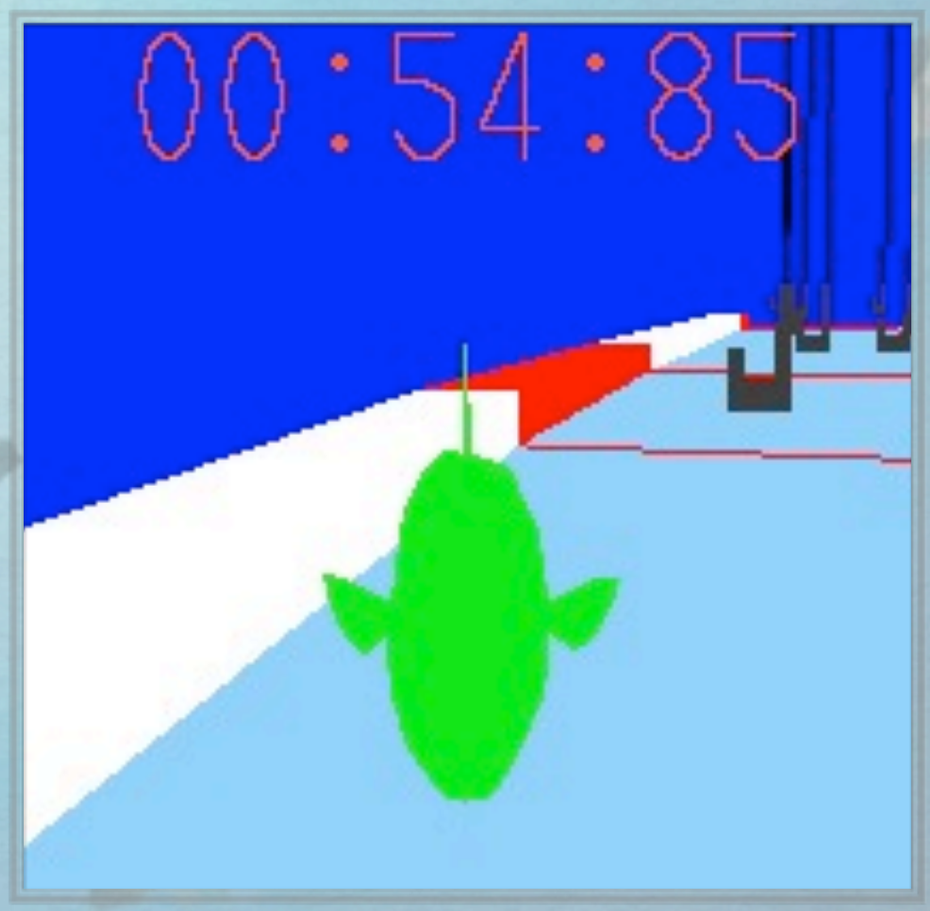
- Contains
  - position
  - ‘sphere of influence’
  - caught-or-not state
- Behavior
  - Fish checks if it is inside sphere of influence
  - Fish follows hook’s position until hook indicates it is released



Stopwatch

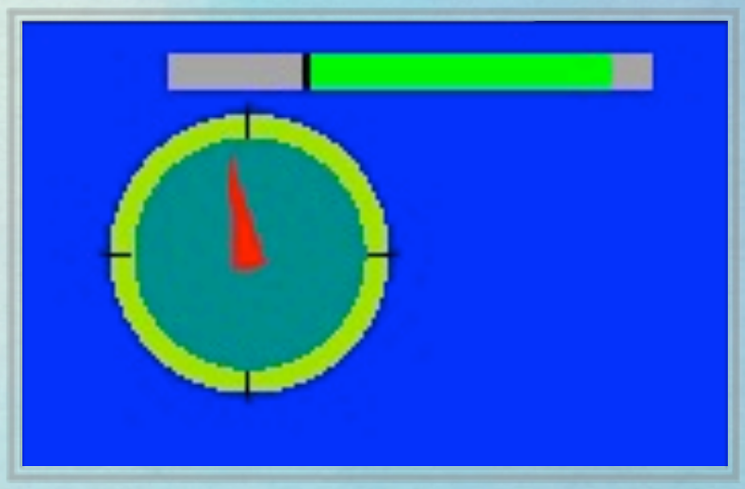
Richard

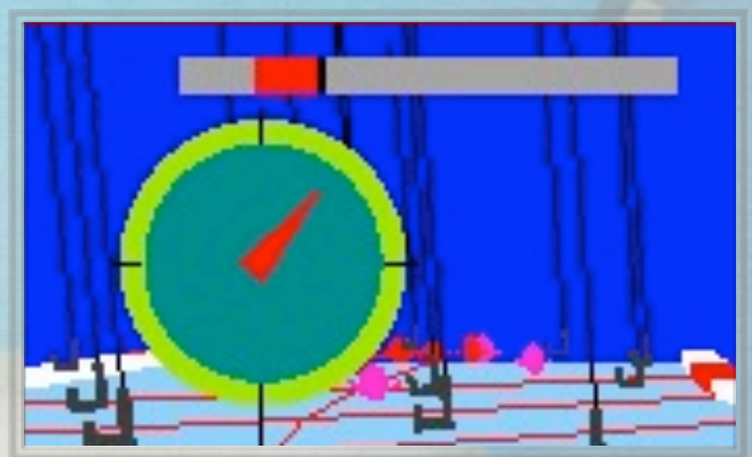
- Use clock_t function
- Get minute, second, and millisecond after math process
- Plot on the screen as a text string

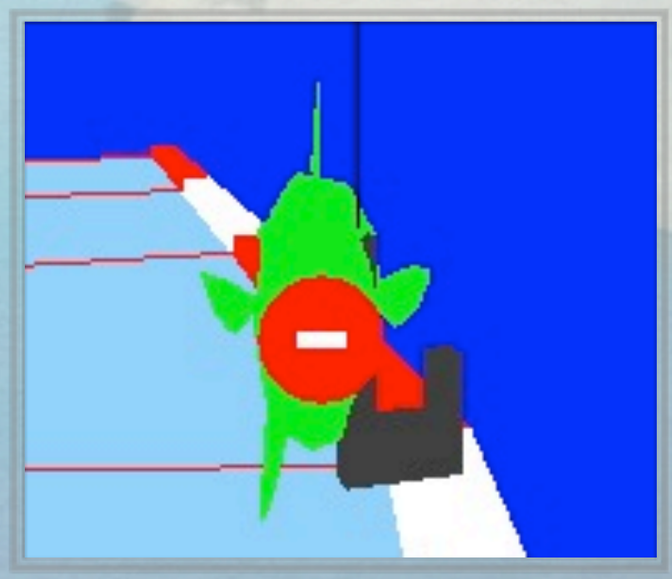


HUD

- Draw
  - velocity & direction (compass)
  - flashing wrong way sign
- Coordinates
  - call from player class (current velocity, angle)
  - change with the window size







Demo - Multi Player

The End

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