HOLIDAY GOLF

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APPLICATION PURPOSE

Our final project will be a mini golf game that will be played with 2 players. The players will alternate turns and the first player to score the ball in the hole first will win. The course will be Christmas themed which will include obstacles such as christmas trees, presents and snowmen. The obstacles will be placed on a table for the players to manipulate onto the course as they see fit.

TECHNICAL REQUIREMENTS

1. Working with Graphical Objects
   a. SceneNode Hierarchy – Stacked Presents (Bottom Present, Top Present, Ribbon), Snowman (Base, Body, Head), Christmas Tree (Trunk, Leaves, Star)
   b. SceneNode Manipulation – Player will be able to directly manipulate game obstacles through transformation, rotation, and scaling
   c. SceneNodes and Primitives – Project will use SceneNode/NodePrimitive classes, along with placing Christmas Lights (Unity GameObject Capsules) around the golf course
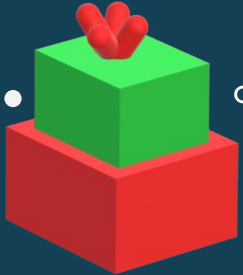
2. Object Interaction – Two pieces of Coal that turn into presents when colliding with the Ribbon from the Stacked Presents

3. Illumination and texture – The Stacked Presents Hierarchy will contain a shader that acts as a Christmas wrapping

4. Different Views and Camera Manipulation – Players can choose from a dropdown list of static cameras that will aid the player in better placing the obstacles onto the course. Players can also choose a cinematic camera that they can manipulate around the course. A Minimap will also be present as a second viewport.
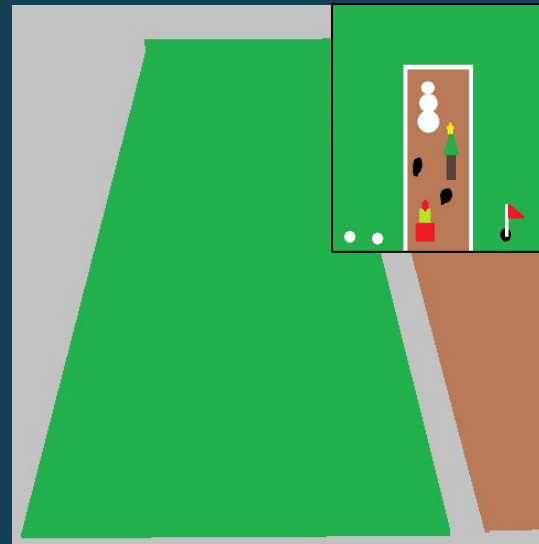
SCENE SKETCH

- Green U – The course that the player plays on
- Brown Rectangle – The Table that contains all of the obstacles (Players can move these obstacles onto the course)
- White Circles – The golf balls and starting position
- Flag with Black Hole – The end of the course

CONFIDENCE IN PROJECT COMPLETION

We are confident in completing the proposed project since we are using mechanics that we have learned throughout the quarter

THANK YOU FOR LISTENING