

The Bouncy Adventures of
BunBun
The Bodacious Bunny



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The Bouncy Adventures of BunBun



Press Space to Start



Game Recap

- **Goal**

- Keeping moving to the right as long as possible or until the finish point at the top
- Avoid being abducted or trapped underwater

- **Basics**

- Control BunBun with WASD to move and spacebar to jump
- Aim laser vision with mouse
- Click to activate laser vision to repel spaceships or collect carrots

- **Objectives**

- Collect carrots to replenish laser vision
- Avoid giant rolling carrots
- Use tractor beams to your advantage
- Push alien spaceships away
- Outrun rising waters



Addressed Feedback

- Asynchronous audio loader prevents black screen of doom
- W key now causes player to jump
- Tutorial level introduces the laser eye control
- Player can (once again) jump on carrots
- Space key to proceed instead of enter (closer to controls)
- Added horizontal friction prevents “slidey” movement



Rubric and Features

1. Three Scenes
 - a. Our game features a win, lose, splash, and two level scenes
2. Game Complexity
 - a. Features carrot pickup, rolling carrot, water, spaceship, and player objects (and more)
 - b. Features over 100 instances at times
 - c. Character collides with spaceship with pixel accuracy
3. Camera Views
 - a. Minimap shows enemy and player indicators
 - b. Main camera fill screen
4. Object Behavior
 - a. ShakePosition used to wiggle player while under alien tractor beam
 - b. Pseudo-autonomous motion used for ships to track player
5. Physics
 - a. All non-decoration objects use physics partially or completely



Rubric and Features

6. Game World

- a. Three Lights, Three Types
 - i. Character has a persistent white glow point light
 - ii. Laser hit features a red point light
 - iii. World has a directional light for sun
 - iv. Alien spaceships have green point light glow
 - v. Waved: We do not need to use a spot light
- b. Two Lights With Animated Parameters
 - i. All lights except the directional light follow something
 - ii. Laser hit light flickers in intensity
- c. Two Illuminated Objects
 - i. Almost all objects are illuminated
- d. Normal Map
 - i. Alien spaceship has normal map (see underglow)

7. Meaningful Game

- a. Gameplay uses standard keys and mouse, very intuitive
- b. Game status is present on a HUD
- c. Game mechanics are interesting (trust us)

Thank you!

Questions?

