

Project 1 Final Report

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1 Overview

Our game provides the player with a simple goal: Defend the grass! The player takes on the role of a groundskeeper, who is charged with the defense of a small patch of grass. Students and Professors casually walk (and sometimes run) across the grass and damage it.

To fulfill his mission, the player must either deflect the approaching enemies (by running into them) or repair the grass after they walk across it (using a watering can). The player defends each patch of grass for a short period of time, the player “levels up” and is then given a larger patch of grass to work with. As the player advances, the enemies become both more numerous and faster-moving, making the player’s task ever more difficult.

The player can earn points in two ways:

1. Deflecting enemies. Running into an opponent (to deflect them from the grass) earns the player points.
2. Defending the grass. At the end of each level, the player earns points for every piece of grass still alive.

Eventually (after seven levels) the player has demonstrated a mastery of the art of grass defense, and the game ends.

2 Differences from Planned Game

Our final game is quite similar to our original plan. For the most part, the differences are cosmetic; there is no title screen, for example, although it was in the original plan. Also, several of our optional features (skateboarders, for example) were not implemented due to time limitations.

3 Known Problems

There are no known bugs that seriously detract from gameplay. On the other hand, there are several cosmetic issues that could be resolved. As mentioned above, there is no title screen

that explains the game. Also, the watering can does not work as well as it could. Specifically, because the player does not have a distinct “forward”, it is difficult to tell which direction the watering can will fire at any given moment. The graphic for the water is somewhat hard to see, as well.

4 Possible Enhancements

After fixing the problems mentioned above, the game could be improved by implementing many of the optional features mentioned in the original concept. More types of enemies, for example, could add some variety.