

Path of the Masterful Putter User's Guide

Ye Olde Bucklers of Swash:
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April 13, 2004

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1 Story

Long ago, when the world was young, the four elemental spirits waged war on each other for dominion of the earth. Each spirit created armies of demons, imbued with elemental power to fight for them. The demons of the fire spirit immolated their foes with great gouts of flame, sending them back to the shapeless void from which they had been spawned, while the wind demons rained down death, borne aloft on cushions of air. Servants of the earth spirit tunneled under ground, stayed by no fortifications or defenses of their enemies, and fierce water demons lurked in every lake and river, unswayed by the most raging currents or the darkest depths. The armies of the elemental spirits ravaged the land until a powerful sorcerer banished the demons from the world and trapped each elemental spirit within a tiny crystal globe. Even so captured, the elemental spirits are able to weakly manifest their powers. And so, the elemental spirits continue their unceasing war, striving for mastery of the miniature golf field!

2 Playing the Game

2.1 Objective

This is a one hole miniature golf game which supports up to four players. Players take turns putting until all players have sunk their balls in the hole. Players may be added at any time, as long as there are no more than four players either putting or with their ball in the hole.

2.2 Controls

The game uses the arrow keys and the space bar, as well as the mouse. Moving the mouse left, right, up, or down is equivalent to pressing the corresponding keyboard arrow. The keyboard controls are as follows:

- ← Rotate clockwise around the ball.
- Rotate counter-clockwise around the ball.
- ↑ Increase the camera pitch.
- ↓ Decrease the camera pitch.
- m Toggle mouselook
- d Toggle particle effects
- f Toggle full screen mode
- p Pause

- 1 Add player with fire ball if one is not already in play
- 2 Add player with water ball if one is not already in play
- 3 Add player with wind ball if one is not already in play
- 4 Add player with earth ball if one is not already in play

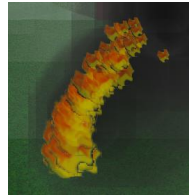
Space Hold to build up power, release to hit the ball. Power increases linearly with the amount of time that the space bar is held until two seconds are reached, at which point maximum power has been achieved.

Esc Quit game

2.3 Ball Powers

Each of the four balls available have different powers.

2.3.1 Fire Ball



The fire spirit has imbued his orb with the ability to banish the other spirit orbs. However, in his weakened state, the fire spirit is unable to completely banish the other orbs from the course and may only reset them to the beginning of the level.

When the fire ball hits another ball while it is moving, that ball is incinerated, and a new ball of that type is spawned at the tee. This does not give a stroke penalty to the player whose ball is reset.

2.3.2 Water Ball



The water spirit revels in the lakes and rivers of the world, and may move freely through them. Accordingly, she has granted her orb the power to roll and bounce over water as if it were solid ground.

When the water ball hits water, it does not sink, nor is it reset to its previous position. The water ball can bounce and roll on water as if it were on fairway, without incurring a stroke penalty.

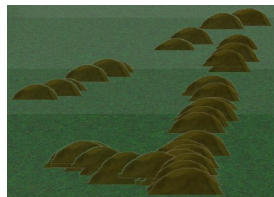
2.3.3 Wind Ball



The wind ball longs for the freedom she once had. So strong is her yearning to fly again, that her orb is buoyed upward by the very air itself, allowing to fly further and higher than any of the other spirit balls.

The wind ball's control of the air allows it to fly further than the other balls once in the air.

2.3.4 Earth Ball



The earth ball maintains the abilities of its captive earth spirit. Discontented with the surface world, the earth spirit's orb is drawn to the ground and may tunnel beneath it as quickly as the other balls can roll.

The earth ball tunnels under ground instead of rolling, making it immune to collisions with other balls (even if it manages to hit another ball while bouncing). As such, it is immune to the fire ball's power. Further, the earth ball has a maximum amount of damping that may be applied to it and so it not as affected by terrain types as the other balls. Lastly, the earth ball has an increased gravity applied to it, limiting its ability to fly through the air.

2.4 Terrain Types

There are various types of terrain that the ball can roll and bounce on during game play. Each is identified by a unique texture and damps the ball's bouncing and rolling with different strengths.

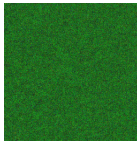
1. Deep Rough



2. Rough



3. Fringe



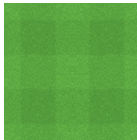
4. Sand Trap



5. Fairway



6. Green



Terrain types ranked from easiest to roll on to hardest:

- 1) Deep Rough
- 2) Rough
- 3) Fringe
- 4) Sand Trap
- 5) Fairway, Fringe, and Water (for the Water Ball)

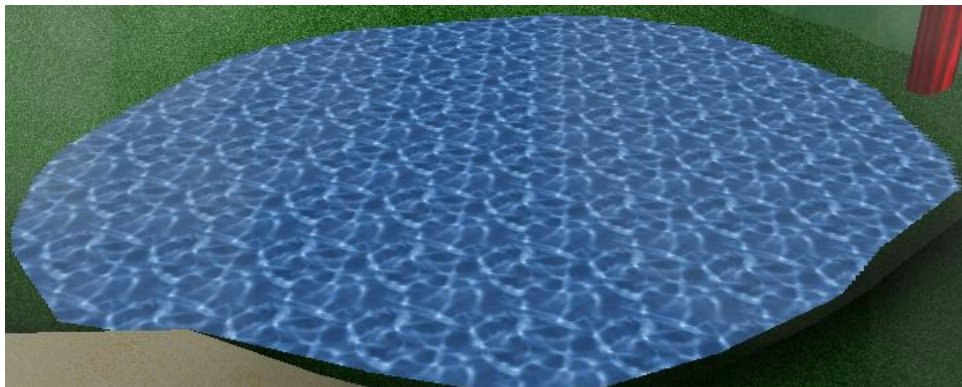
Terrain types ranked from least bouncy to most bouncy:

- 1) Sand Trap
- 2) Deep Rough
- 3) Rough
- 4) Green
- 5) Fairway, Fringe, and Water (for the Water Ball)

2.5 Hazards

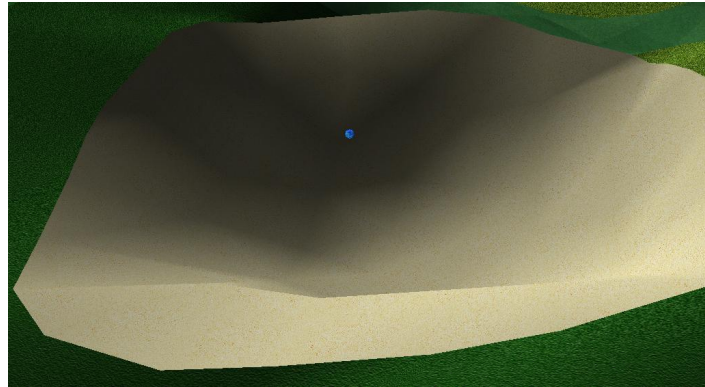
There are two main hazards on our course, namely water and sand hazards. Additionally, one may fall off of the course entirely by hitting the ball past the bounds of the world.

2.5.1 Water



When a ball other than the water ball enters a water hazard, that ball is reset to the last position it came to rest in, and the player using it is assessed a stroke penalty. Since the water ball treats water as fairway, it may bounce and roll on top of water hazards without penalty.

2.5.2 Sand



A sand hazard is meant to trap a ball hit into it. Accordingly sand hazards have a very high bounce damping factor so balls tend to simply stop when they fall into one. The roll damp factor for sand hazards is fairly moderate as the sand is well-groomed and fairly tightly packed.

2.5.3 Off Course

When the ball falls off course, it is reset to the tee and the player using it is assessed a one stroke penalty.

2.6 Level Description



The level consists of three separate paths. Each path is marked by gates over the fairway. The paths are named according to the kanji on their representative gates. These paths are the water path, the sand path and the grass path.

The water path begins with the large loop connected to the tee area. It continues past a small lake, merging with the sand path (see below) for the approach to the green. Both the sand and water paths approach the green from the left side and are bordered on the right by a deep sand trap. The water trap is the trickiest path initially as the loop makes it very easy to fall into the water. However, once past the loop, the water path presents almost no obstacles.

The sand path begins slightly to the right of the water path. Initially the sand path is a narrow stretch of fairway between two lakes. It then passes through a small forest into a large patch of sand before meeting up with the water path for the final approach to the green. The sand path is very straightforward, although care must be taken not to get stuck in the forest and be forced to hit backwards to escape.

The grass path begins directly behind the tree area. It follows the outside edge of the map with a narrow valley of fairway. It eventually widens into a large field, bordered on the left by a lake. The grass path approaches the green from the right side, bordered on the left by a sand trap. The grass path presents the lowest possibility of falling into a lake, however the valley of fairway at the path's start is difficult to advance through.

All three paths are comprised of fairway bordered by water hazards as well as swaths of rough and deep rough. The green itself is bordered by fringe, intended to keep the ball from rolling off the green from overhard putts. Additionally, there are trees bordering the far edge of the green to help keep the ball from falling off the course entirely.

3 Scoring

A stroke is added to the player's score each time they putt and each time they are given a stroke penalty. As in golf, the player with the lowest score once all players have reached the hole is the winner. If two players have the same score, then they tie.

3.1 Ending the Game

When all players have completed putting, the game ends. The camera is then reset to the center of the course and a message declaring the winner or winners is displayed. The winner is the player with the lowest score. If two players have the same score, then there is a tie. As above, a player's score is given by the number of strokes it took him to reach the cup plus any penalties incurred from hazards. Once all players have finished putting a new game may be started as normal.

4 Known Issues

It is possible to fall through surfaces at some points in the game. This problem mainly affects the earth ball near the green. If this occurs, you must simply putt the ball off of ground level beneath the course and begin the course again.

On a great many computers, the framerate for the released version of the game may be unplayably slow. There is an option to disable the drawing of particle effects (see controls) which greatly improves performance.

Sometimes the camera warps to the next player before the current player has stopped moving. The original ball continues moving as normally, and the next player is allowed to his as normal. There is currently no fix for this error.

5 Acknowledgments

We would like to acknowledge Jason Murcko for providing us with sounds. We also acknowledge Kevin Hawkins and Dave Astle, authors of *OpenGL Game Programming*. On the same lines, we acknowledge Trent Polack, author of the helpful text, *3D Terrain Programming*. Our final acknowledgement goes to Professor Sweedyk for providing us with some of the code, and leading us in the right direction whenever things became difficult.