

A decorative graphic on the right side of the page. It features three blue circles of different sizes, each composed of concentric rings of varying shades of blue. Two thin blue lines intersect at a point on the left side of the page, extending towards the top right and bottom right corners. The circles are positioned at the top right, middle right, and bottom right of the page.

CP411 Final Project

----A Small Gambling Game

Gambling Ball is a small gambling game designed and implemented by myself. This document contains some key features and instructions of my project.

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contents

Brief introduction about this game	2
Developing Environment.....	2
Simple features of my project	2
How to play the game	3
Interface introduction	3
Use keyboard to control the game.....	4

Brief introduction about this game

This game is designed as the final project of Computer Graphics course. It's a very simple game demonstrating the important techniques we learned in this course, such as object modeling, texture mapping, human computer interaction and so on. You can easily play this game. After a new game starts, system will display a random number. All you need to do is to control the balls to get a bigger number than the system's. Of course, you must consider some strategy issues, say you're not supposed to choose the biggest stake when the system number is very big. To play safe, you must think for a while which stake you should choose.

Developing Environment

IDE: Visual Studio 2008 Also successfully compiled in DEV C++.

Simple features of my project

- Small but funny
Although this game is only about 1000 lines of code, I think it's funny. When you are controlling the balls to beat the computer, you will feel happy.
- The game is controllable
 - ✧ You can control the rotation of the ball, and you can see the status of the energy bar to determine whether you should let the ball rotates.
 - ✧ You can choose your stake. So that when the situation is not optimistic, you can choose a small stake. And when you're confident you can make a bigger number than the system, you should choose a larger stake.
- The scene is simple but beautiful
I rendered both the inside scene and the outside scene in a very simple way. My design goal is not to make the surroundings fantastic. I prefer a neat but beautiful space. So I picked up some wallpapers to make the room more like a gambling room.
- Rotation slows down gradually

The rotation of the balls gradually slows down, not a sudden stop. So it looks more natural.

- Players are able to switch to different scenes

Once when you're not in a new game, you can press "S" key to switch to another scene in case of you're tired with the old surroundings.

How to play the game

Interface introduction





Use keyboard to control the game

- start a new game: press F5
- choose stake: after you start a new game, you can press any of 1~5 to choose your stake. If you don't choose, then the default is 5 coins.
- Control your ball: use the "↑" key to control the rotation speed and time of the ball
- Look around: when you are inside a room, you're allowed to look around by pressing "←" and "→"
- Change scene: when you're not in a new game, you can press "S" to switch to another scene
- Exit: press ESC