



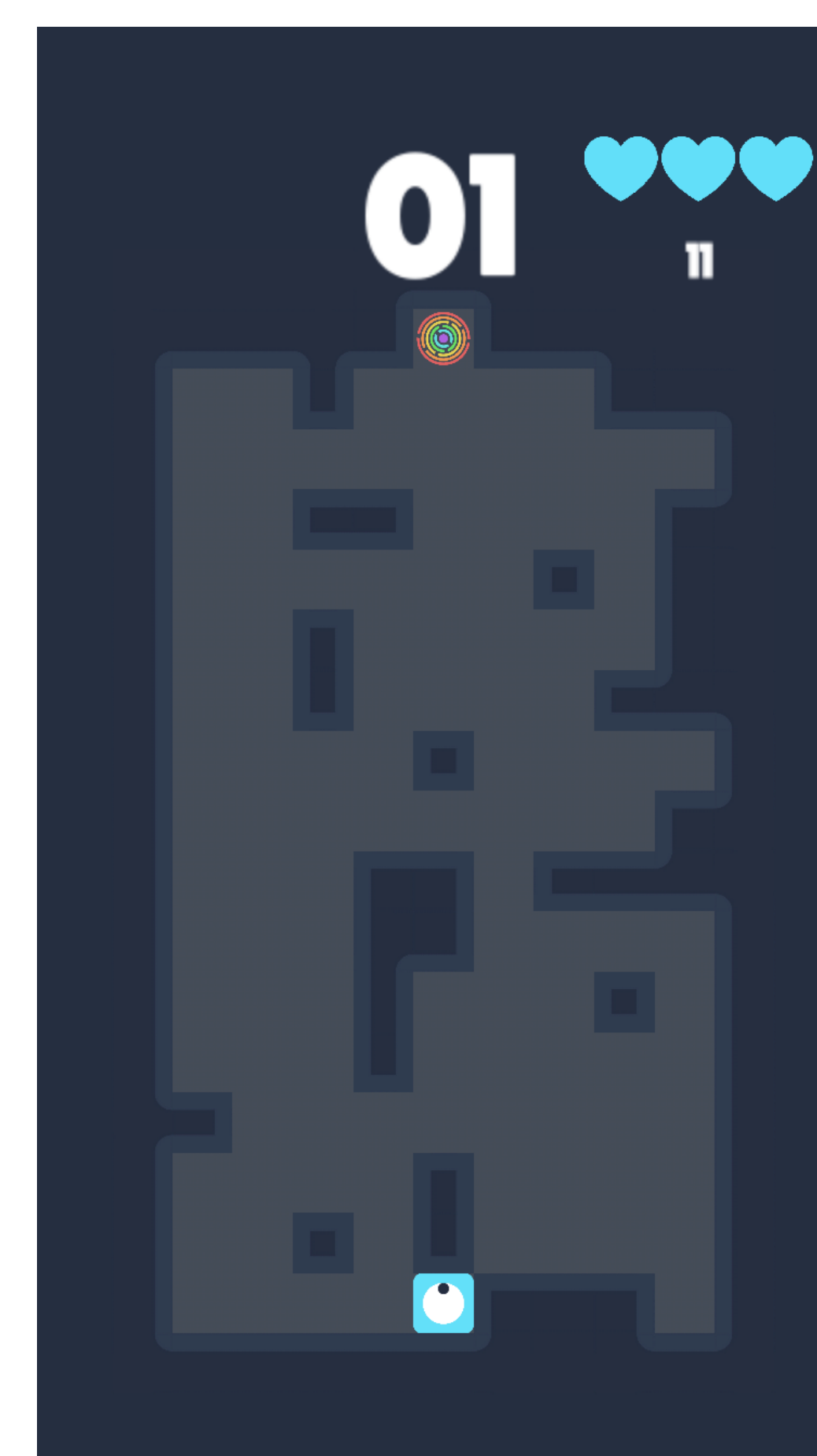
FlingShot (Team 11)



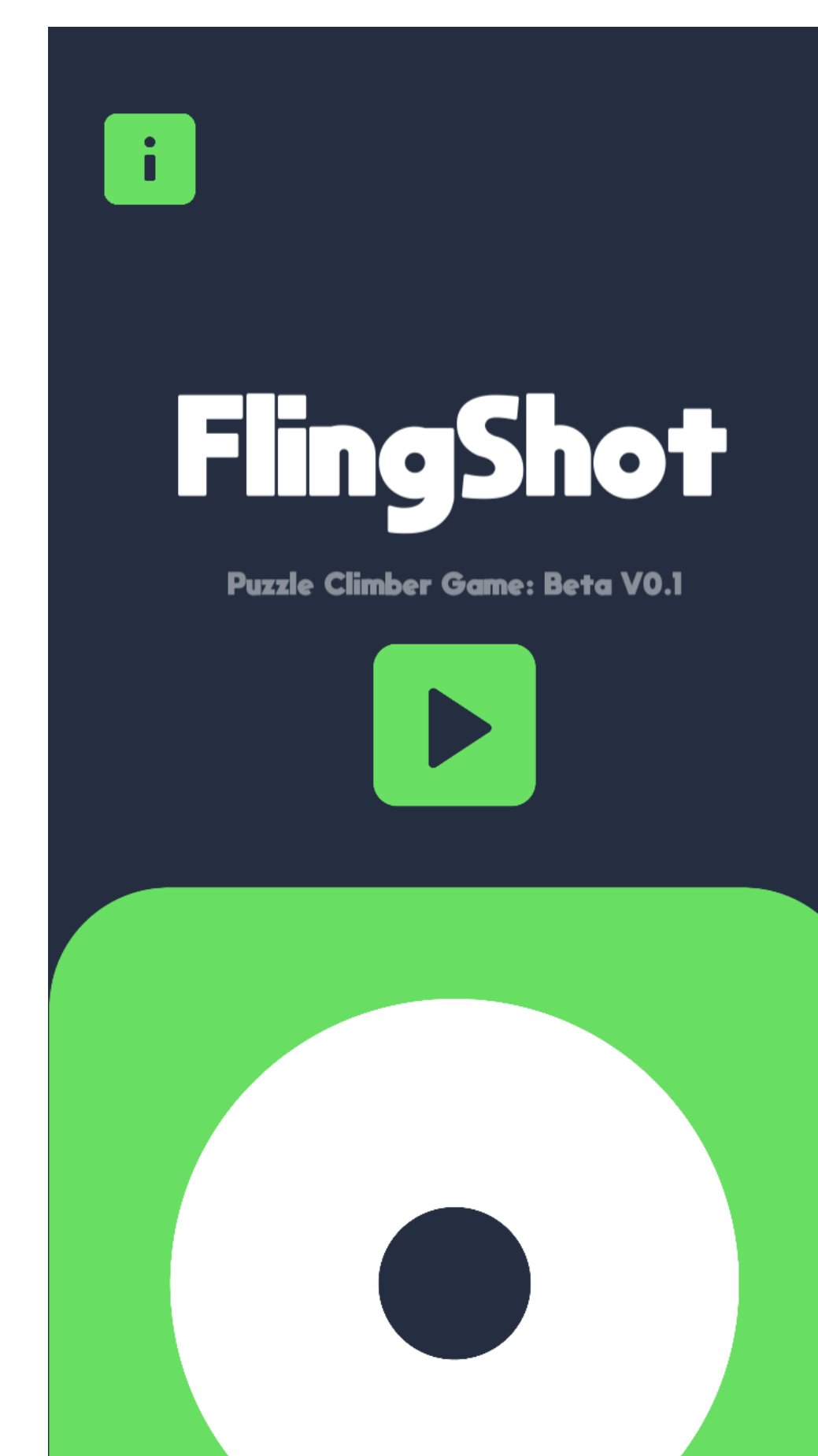
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Description & Purpose

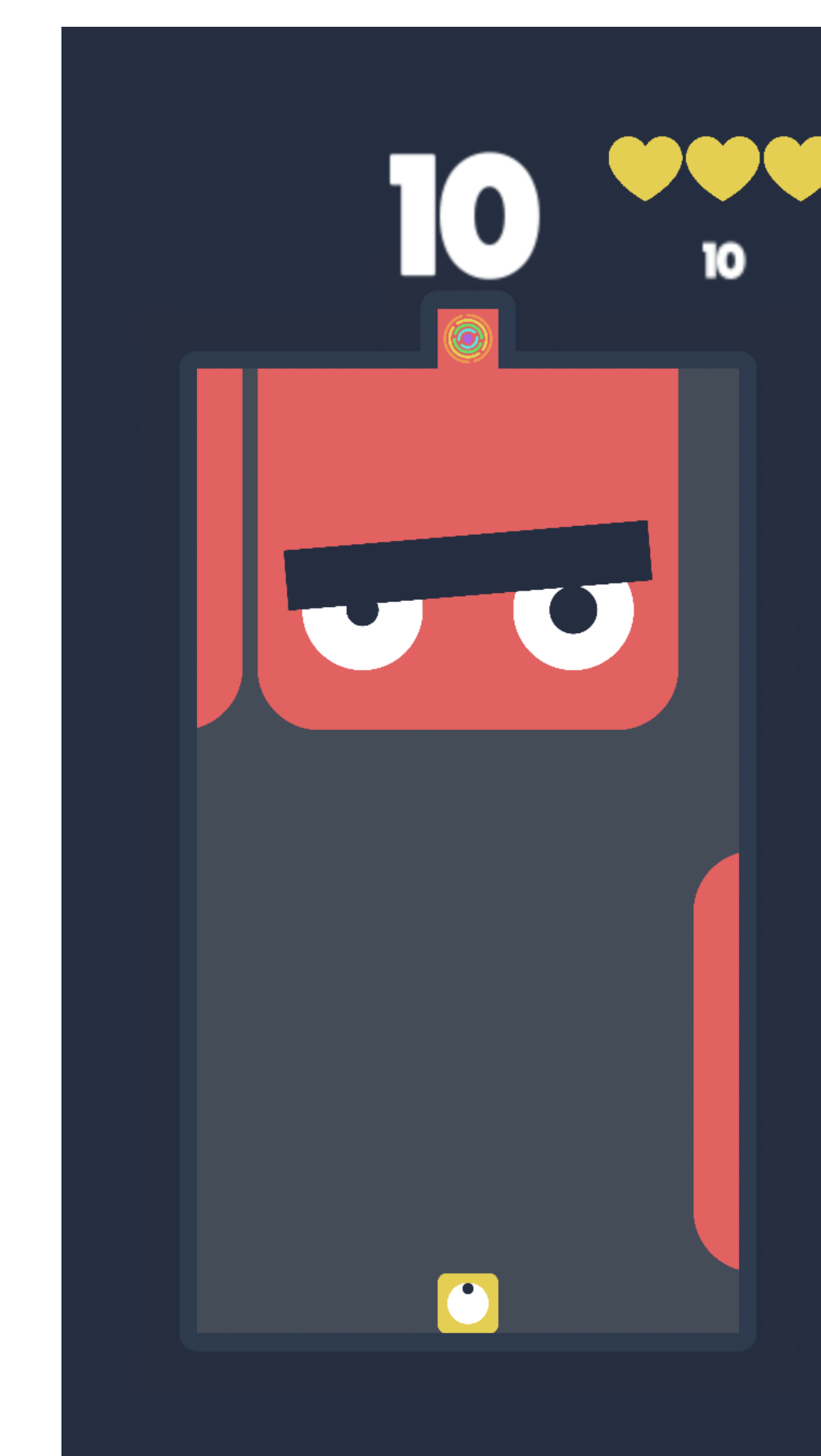
FlingShot is a sliding puzzle game for both iOS and Android. The objective is to complete each level and reach the end portal before time expires. Scoring is based on how fast and how many levels the player can complete. Shot, the main character, can move in all four cardinal directions, but he cannot stop until he hits a wall. A custom-built algorithm will create procedurally random levels, so each time playing is a new experience. We've also implemented a seed system, so players can replay or challenge others to a certain set of levels. Additionally, occasional boss battle levels will challenge users to quick reflexes and provide new twists to the game.



One procedurally generated map.



FlingShot's title screen.



The first boss battle level.

Design

Unity is the development environment of FlingShot, chosen in part because it natively builds on iOS and Android devices. Virtually all parts of the application from the UI to the assets to the many algorithms were created entirely by the team or built with Unity. Currently all data is stored locally and no external plugins are used.

Future goals include additional bosses and game modes, more diversity on level generation including enemies, deployment onto iOS and Android stores, and a shared leaderboard.



Ethical & IP Issues

The core movement of FlingShot is not new - many other games have a sliding style design. However we expand on this idea in many ways, such as our custom boss battles and random map generation algorithm, which are unique to our app.

All of the artwork and assets used in FlingShot were created by our team, with the exception of the main font. That font is freely distributed and not under any copyright.

We store no data on our users beyond in-app preferences and basic game statistics. These data are stored only for uses within the app and will never be privately shared or sold.