Pirate Pinball

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Inspirations

Overview:
In the golden age of piracy, where a lonely bloke can only make a living by thieving on the seven seas, a battle to the death has erupted into the timeless game of pinball. Fire away! And avoid Davy Jones’ Locker...

Pirate Pinball is a computer-simulated pinball game where one user uses the power of physics to knock a tiny ball into objects on a two-dimensional board. The longer the ball stays on the board and the more objects it hits, the more treasure the player wins. If the ball falls off the board, the user loses a life... lose too many, and it’s a walk to the plank!

System Overview:
The entire game will be constructed in C++ using OpenGL and XWindows for graphics, and OpenAL for sound.
Requirements:

- 2-Dimensional playing board with flippers, lanes objects, and a plunger
- Physics-based pinball movement and collision
- Score counter that updates as the user plays
- Local high score tracker
- Three to five types of objects that the ball can interact with, each of which awards a different number of points and affects the ball’s movements
  - **Bumpers**
    - The ball bounces off the bumper and the player is awarded points
  - **Deflectors**
    - The ball bounces off the edge off the deflector and the player is awarded points
  - **Treasure Chest**
    - If the ball hits the treasure chest enough times, it opens and awards points
  - **Cannons**
    - The ball enters the cannon and is shot to another section of the board

- The game board and all of the game objects have pirate-themed texture images
- Start menu that allows user to start a game, view high scores, view controls
- Background music and unique sound effects for each type of object

Requirements to Attempt

- Local pass and play multiplayer
- Online high score tracker
- Custom recorded sounds
- Challenge modes
  - **Multiple balls**
  - **Physics changed**
- Animated graphics
- Sea monster boss
- Level editor