

# Mini Golf 3D: The Pirate flag



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# INTRODUCTION

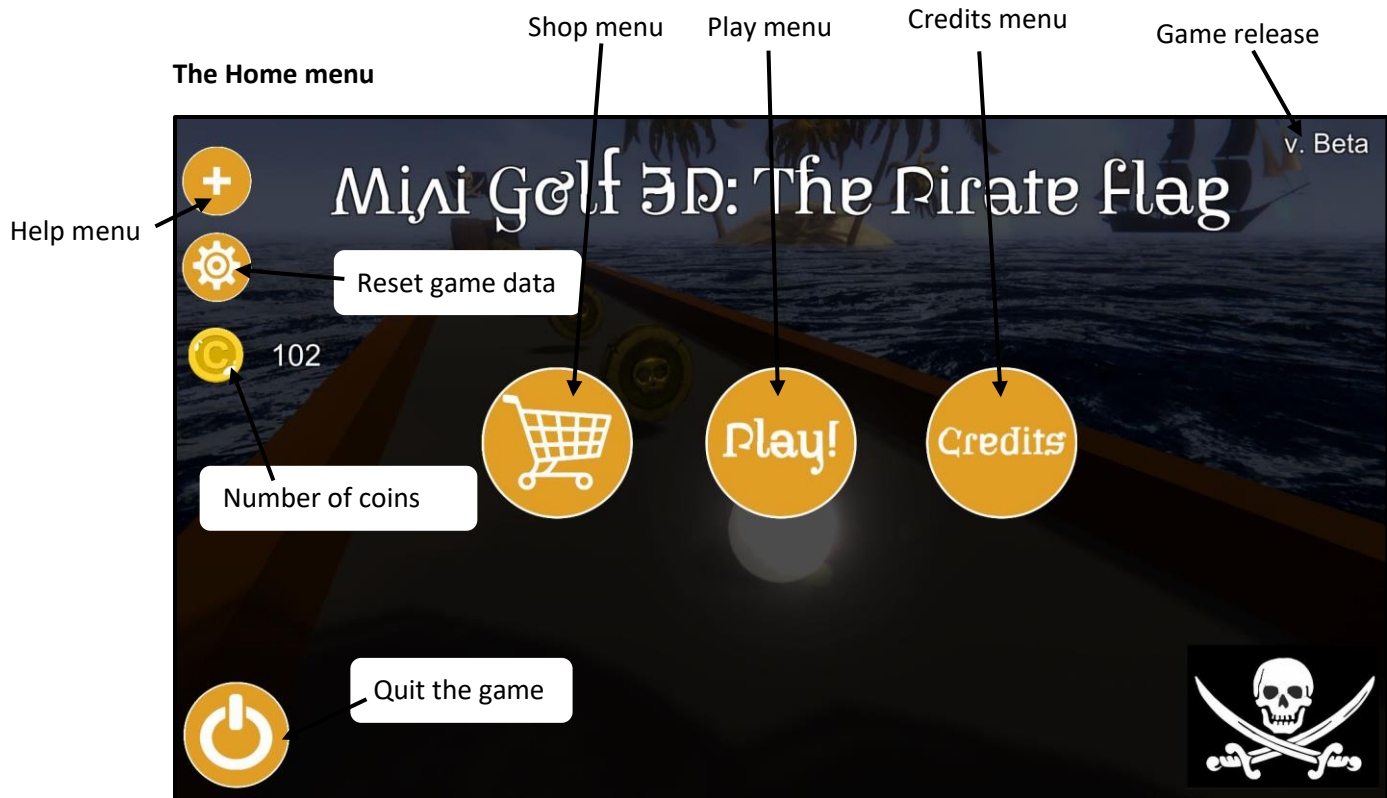
Mini Golf 3D: The Pirate flag is a mini-golf video game set in a pirate environment, whose goal is to put the ball in the hole topped by a pirate flag and located at the end of the level. Each level has a more or less important complexity, and to reach it, you are allowed a limited number of shots!

## HOW TO PLAY

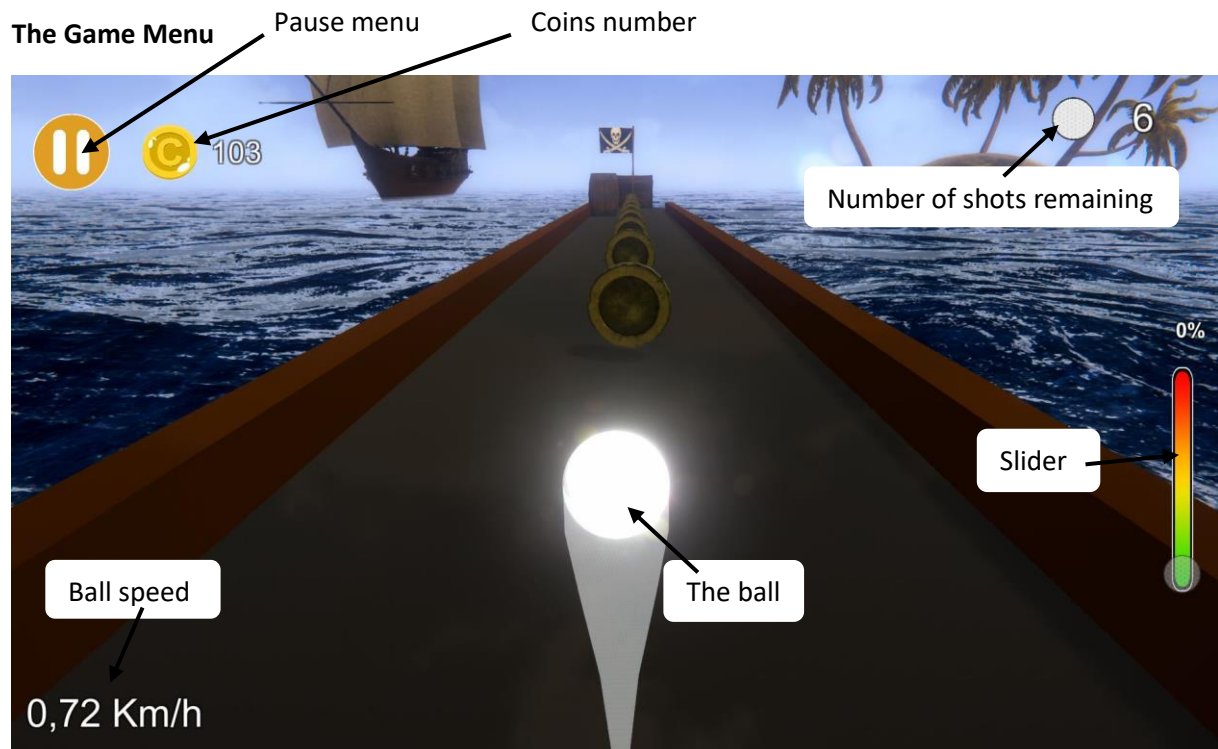
### 1/ The different menus

**There are 8 different menus:**

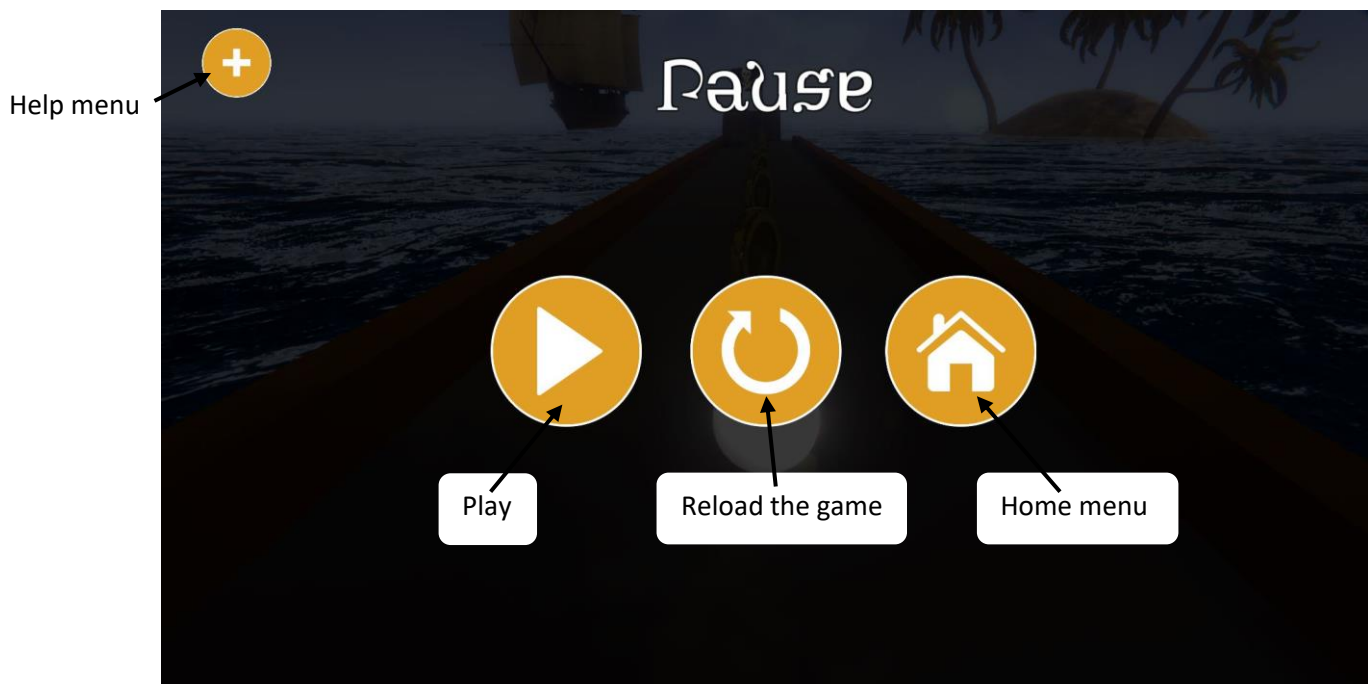
- The Home menu, from which 4 other menus diverge:
- The Play menu where you can choose the levels you want to play. At the beginning, only the first level is unlocked. As you progress, the other levels will be unlocked one by one.
- The Help menu, in which hints on game controls are provided. A button « More help » allow to access to documents « how to install the game » and this very one. It is important to notice that Help menu provides enough indications to play, but if you don't master well the English language, if you are not a regular video game player or if you just want to read this document, I encourage you to do so (it's always interesting)!
- The Shop menu, which isn't yet available. You will be able to spend your coins to exchange them for ball skins, bonus effects and even hidden levels!
- The Credits menu, which credits the different products used during game development, and provides too some acknowledgments.



- The Game menu, from which 2 other menus diverge (we will explain later the other features of this menu):
- The Pause menu, from which you can restart the game (« play »), reload the game, go back to the Home menu and access the Help menu.
- The End Level menu, from which you can go back to the Home menu, reload the game and go to the next level.



### The Pause menu



## 2/ Game controls

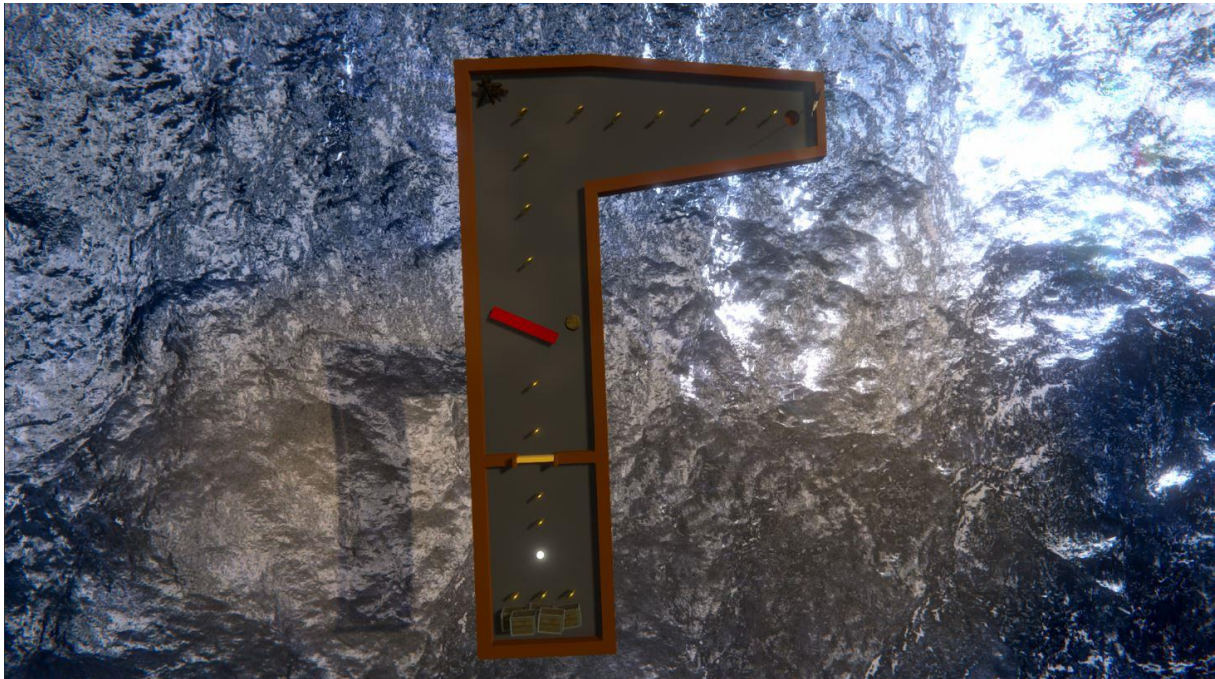
These are also explained in the Help menu, but clearer information is given here.

- **Move the mouse:** turn around the ball (you move the view around the ball, which allows you to aim at a location on the level).
- **Click and release the slider:** shoot with the desired power. (The percentage displayed at the top of the slider indicates the percentage of maximum power you can shoot at.) Select the ball-shaped button, then move it until you reach the desired power. Release it to shoot! The “slider” is the multicolored vertical bar on the right side of the screen.
- **Shift:** blocking the movement around the ball. This key is very important because when you move the slider button, the view moves at the same time, which is impossible for aiming. This allows you to freeze the view and allows you to shoot to the exact place you want. (Warning, not to be confused with the Caps Lock key, located above the Shift key!)
- **Mouse wheel: zoom in/zoom out.** (Move the view of the ball closer or farther away).
- **Escape:** go to Pause/Home menu or quit the game.

## 3/ The levels

Each level is built in a similar way. At the beginning, the ball is at one end. At the other end is the golf hole, topped by a pirate flag. There are many different level plans. There are also various obstacles in the way of the ball.

### Plan of a level



- Collect coins along the way to earn money! Be careful, if you reload the level before finishing it, the collected coins will be lost.



- On each level, you have a specific number of shots available to complete it. Finish the level using a minimum of moves, you will earn more coins!
- If the ball goes out of the level, you start it again instantly.
- Completing one level unlocks the next. As you progress, the difficulty increases!
- Admire the scenery, beautiful dynamic 3D renderings await you!

## NOTES

The game is also available on the GauGoth Corp. website: [gaugoth.corp.free.fr](http://gaugoth.corp.free.fr)! The only drawback is that you will have to load the game each time you use it. The loading can take time and consume data depending on your connection.

If you have any questions, comments, requests or other, if you have noticed any bugs, contact me at: [gaugoth.corp@free.fr](mailto:gaugoth.corp@free.fr).

# Thank you for playing to Mini Golf 3D: The Pirate flag!

# Credits

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GauGoth Corp. website: [gaugoth.corp.free.fr](http://gaugoth.corp.free.fr)

Thanks to the people who have made available assets on websites like Unity Asset Store, FreeSFX.com, opengameart.org, i2clipart.com, pngimg.com, lasonotheque.org, dafont.com and especially to the Magic Makers organization which initiated me to Unity during a course and to the book "Créez des jeux de A à Z avec Unity - I. Votre premier jeu mobile Ed. 3" by Anthony Cardinale.

Thanks to the Youtube channel Tuto Unity FR for the loading bar.

Special thanks to my father who helped me during the game conception.