AbstractText
definition to this 3dProject PultscherFlyballgame and about existing scetches

Import all kind of scetches as visible pattern. - Click off vectoring and add each coordination separate in XYZ. - Obstacles with animated functions.
Dig the your points and add them to your users score counter.
Diving obstacles swoomve up and down low as warning blink function.
Touch and boxer to destroyobject click on explode and substract the points minusfuction.
Perfect dark zero: invisible target, but the final targetobject is not hided.
Spy camera with nightshot lightening cleared up shows more contrast.
Rule: tick the numeric code down before shoot the Grassball.
Sphinx and Pultscher follows the ten sportsfigures/caracters: Dina, Peenic, Spoh, Magnet, Pinsget, Gnomie, Boxer, Jagor, Seppi and Moira everywhere.
Persecute flights and falls through Utopia. - Scannerbot, magicboxes with culturel sightseeing, wonderworld, panoramapicts and highlights observatoire. Mystic cassette, surched and chased because of the content. Hero Pultscher act top secret, well prepared for the fightballgame. Choose carefully the ejectballs (Grassball) and judge the situation just in time. Exact observation of the targetfigure, the enemy. Soundless playballshutt.

Actions: cicked off of win, cancel out, remove, strike and hunt.
Shoot down the spacecraftobstacle. Be warned of snipers. Kill as James Bond.
Envisager un but avec précision. Creep as a snake.
Le joueur clique le bouton et Pultscherbody gets in his hiding function.
Be careful in your creeping mission.

Exact Feature:
Pultscher can attac sideways, x parameter, de proche, from the back, z parameter vector
Indication: click in zip line and Sphinx change the level. Programmed are different aereas and realistic szenarions with digital effects, virtuel speed and different counters. With a second function, the playball invisible and the enemy gets a red frame. Try out many ways of travelling: roll, jump, thrill, wrap, turn, punch, box, hit.

Caution: Check the speed, don't break to long, never wait or you will lose.
Pultscher is exposed in a vehicle space system. He can't use certain areas. Strategic random.

Caracters: Each scene in front or backstage is in same time an obstacle with its function. Ten scorers in action on four different stagelevel circle runs. Ten Stoppfigures and Pultscher. Sphinx on solarenergy runway (boole gravity operation). By sensortouch on screen drive the Sphinxspacemoped and built in the keyboard, console or multifunctional logisticmodule,
named spacelab. Le joueur choisit une figurescorer. While the hourclock counts, the player controle by front desktop. How much can the player controle the game? Rencontrer des extroterrestrians? Ils parlent une langue inconnue. Ils pose des question a répondre. Sphinx est capable de jetter une boule des son oeil par laserlight. Planets and the moon. Timerunnerfigure the driver of Sphinx, plant obstacles in craters, guardians, dart target, add points. New life generation on the moon. Interaction questions: Who find the key, the end scenario? Connections? The Penelopemotiv? Suspense for the final.

PultscherFlyballGame *(*with art surface?*)* Prologue

Nos visions, ici inclus dans le concept*:* dot com *(*compiler*)* artists are going public· Avec ce texte nous essayons des repondre au questions Mangement des Banques pour accrediter un account·

Lesquelles sont les idées a transferer aux resalers et aux clients pour l'animation et le produit Game?

Target*:* Pour chaque collaborateur du team,du travail indépendant avec gain, profit, une place de travail, un niveau de vie normale, fléxibilitée a cause des Ressources créatives, ce qui important pour développer et réaliser les projets· Orientation future, scène interactive pour "creative dot com*(*piler*)*"*:* artistes virtuelles, échange partenaires, network sharing, computer hard- and software knowledge with the users· My personal statement*:* the free choice leads to the success and in long terme view to admit responsability, system in development of strategic harmless games and not overloaded in diversification of the interdiciplinary motion·

Material *(*the following programs would be appreciated*:)* PaintPro, DX, *3*DMF, C*4*D R*10*, Illustrator, Flash, JavaDeveloper Kit, Maya Motionbuilder, Camerateam, FinalCut, HP Printer und HP Notebook *330* series G*5* Edition, x-trème *450* Portal Software

Le budget*:* Fr· *30 000·00* ou fr· *50·00* pour chaque collaborateur par heure

for target orientated work in order to project for *:* Animation, Film, Video, Dialoge, Drehbücher, short stories aimed to historic culture and new art, research in science, songs, sound and music composition·

attention au fonds*:* too much foreign fonds provoque des deals risqués a la bourse et en court delay des pertes· Avec peu de "foreign fonds" des deals risques a la bourse ne sont pas nécéssaires· Des bonnes analyses, observer les chaines, les résultats et peser les prognoses avec scepsis·

Questions pour ouvrire un compte a la banque*:*
intérêts et condition

Projeter les projets de apprès-demain*:* combien de outsourcing? Qui sont mes clients? Webmasters? Les producteurs de films? GameDevelopers? Artists? La Publicité? Users monthly membership fee?

Durée permanente de l'offre*:* innovative processing sculptures, models and updates

La Profitabilitée d'un projet d'art*:* Important c'est identifîcation et le development avec les News· No investements at stock exchange· Choose the correct sponsors·

Statement to Visions and how those can be realized*:* Visions are Images of the future, can be Filmscenes where the Visionary is a spectator· He think in pictures, the procedure and the message and that will inspire human motivation to go for ··
To fulfill this job, suspecting the good result, for everybody and the entire working team, arrange anticipation· These pictures are built from existing visions, from thoughts to images and fragments·
En partie, il y a des fictions pas encore jouées et des histoires narrative pas encore racontées· Ce sont de figurinnes *3*d, qui bientôt montrent un monde qui n'existe pas encore et qui nous emportent dans l'espace infini carré E=C m*2*,
en survivant notre descendance·
Hungry of knowledge and courage for experiments from human with unknown aims, because only the unknown gives us the chance foreseen but not allready recognized· We are prepared for these mysterious ideas and end with the following sentence*:*
to discover are all those many possibilities· Save an enjoy right now the planning and preparations· Tous est a notre disposition, la création d'art, soft- et hardware, les produits justes a employer avec succès puisque bien réfléchit·

precation and a tip to outsourcing*:* do better write a new Code or change the run of a model··

Discussion*:* the licensefee *(*maybe *5%)* for common developements·
Dans le "GameMarket", c'est pas si important de connaitres les besoins du consommateur mais de inventer du nouveau· Mais les recherches, il y a du semblable ou peut-être un Prototype· Guidelines, functions, exécution correcte, chiffres de performance, diagrames et des bonnes idée rècompense· Examiner les frais exit· Concentrer le design du produits et selection du meilleur software package online share· Suspense destructive entre les artistes soit transformés en force action· We have one clear common target and only the management is allowed to set timelimites· Mutual respect in company· Sure instinct and tact voting the virtuel workig hot groups·

Conditions*:* Protection and looking after the intellectual property by contract·
It is not recommended to outsource *(*foreign vendors*)* the first project· First analyse and test the course, controls and escalation in international cooperation· Perhaps separate the development department from innovativ heads· Next disciplined courses, a complete documentation ist needed·

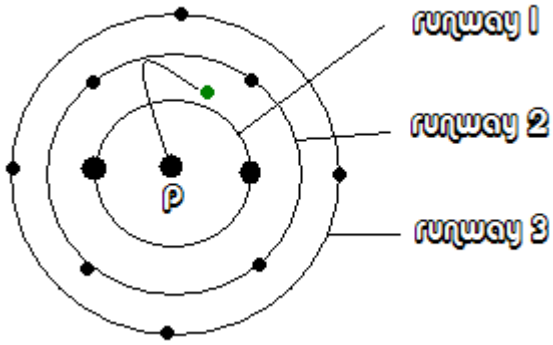
PultscherFlyballgame ***(*OOP·java*)***

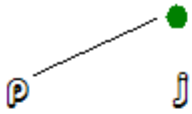
Editors Basic Gamerule easy for Circusrun
(*Scetch for Matrix and Rules*)

All based on ***0 (*no action, no current*)*** ***1 (*action, with current*)***

Short abstract*:* **Pultscher**

dans le ventre de Pultscher il y a *7* grassbowls
*(*Emitter et sept boules animées*)*

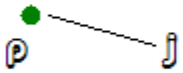




p = pultscher wirft grassball I Minuspunkt
Für j = jagor



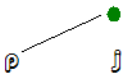
pultscher wirft und jagor fasst grassball,
I Pluspunkt für jagor



j = jagor wirft grassball I Minuspunkt
Für pultscher



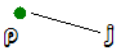
jagor wirft I Pluspunkt Für pultscher



p = Pultscher jette Grassboule
1 point minus pour Jagor
j =. Jagor



Pultscher jette et Jagor attrape Grassboule, 1 point plus pour Jagor

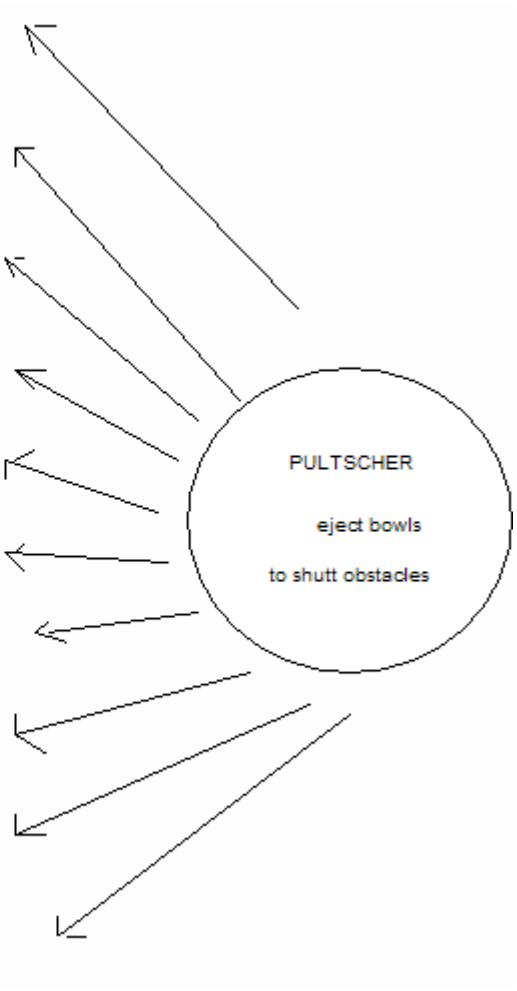


Jagor jette Grassboule et Pultscher rate, 1 point minus pour Pultscher



Jagor jette et Pultscher attrape 1 point plus pour Pultscher

JAGOR	abwehr fangen	angriff nur auf obstacles werfen with hands
SEPPI	abwehr fangen	angriff nur auf obstacles touchsent mit spint
DINA	abwehr prick	angriffe erfolgt nur obstacles hit
GNOMIE	abwehr sog	angriff nur auf obstacles sprühen
PINSGET	abwehr hurl	angriff nur obstacles schleudern with wings
KIKKER	abwehr boxen	angriff nur obstacles touchboxer
SPOH	abwehr fangen	angriff only obstacles splatter mit stock
MOIRA	abwehr wrapin	angriff only obstacles wrapout
PEENIC	abwehr pierce	angriff nur obstacles splatt
MAGNET	abwehr magnet attach	angriffe nur obstacles hit



Rélation entre Pultscher les figures et v.v.

SPOH	défence >	catch
	attaque >	splatter à canne only obstac

MOIRA	défence >	wrapin
	attaque >	wrapout only obstades

PINSGET	défence >	hurl
	attaque >	lance by wing only obstade

DINA	défence >	prick
	attaque >	hit only obstade

SEPPI	défence >	attraper
	attaque >	touchesent with spint only obstade

Pultscher
eject
Balls and Bowls
to shutt
Obstades

JAGOR	défence >	attraper
	attaque >	jetter à main (only obstades

GNOMIE	défence >	sog
	attaque >	spray only obstade

BOXER	défence >	kick
	attaque >	match only obstade

PEENIC	défence >	pierce
	attaque >	spatch only obstades

MAGNET	défence >	attach
	attaque >	hit only obstades

runway 1 if Grassball (green point on map) will be catched by figure Jagor or Seppi on runway 1, Jagor and Seppi gets each 1 point

runway 2 if Grassball (green point) will be catched by one of the four figures on runway 2, each of those figures, Dina, gnomie, Boxer and pinsget, each of these figures on runway 2 gets each 3 points

runway 3 if Grassball (green point on map) will be catched by one of those figures on runway 3, each of those figures, Magnet, Moira, Peenic, Spoh, each of those will get 6 points

note / caution si une des Grassboules vole sans controle au dehors du Gamefield (check Gravity) - 1 point plusPlus pour Pultscher

Scetch for Grassbowl accelleration

Speed 1	steer	gear	10 KW
Speed 2	=	gear	30 KW
Speed 3	=	gear	60 KW
Speed 4	=	gear	80 KW
Speed 5	=	gear	100 KW

Figuren and (Obstacles) Names by Classes:

Pultscher, Jagor, Seppi, Dina Prick, Gnomie, Boxer, Pinsget, Moira, Spoh, Magnet and Peenic

Obstacles Names (ready for animated functions):

Miruhanaflyer, Gravityexperience, Impotentlostincage, Balancine, Loopingbrother, Mirrorjoke, Zeuslookat, Flyinglow

Based on OOP mit JDK

Classes

Objects

Eigenschaften/caracter (same caracter in same class)

= méthodes ici servir et ajuster pointer régler au jeux, + - compensation

event, action

Kapselung Konstruktoren Destruktoren

concepte/draft = heredity - polymorphisme

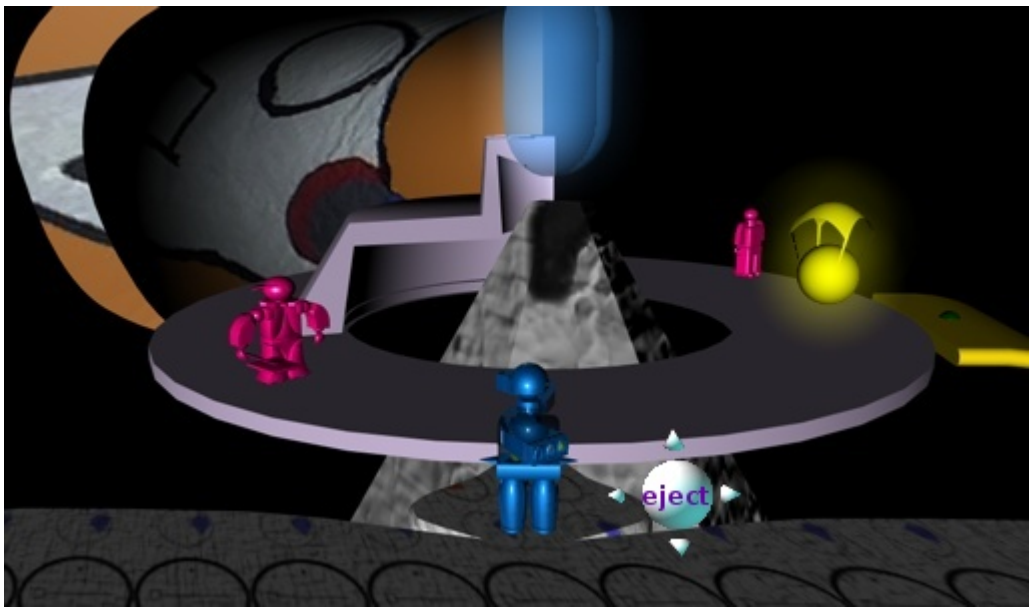
features = virtuel methods, static
class elements, interface

devoirs:

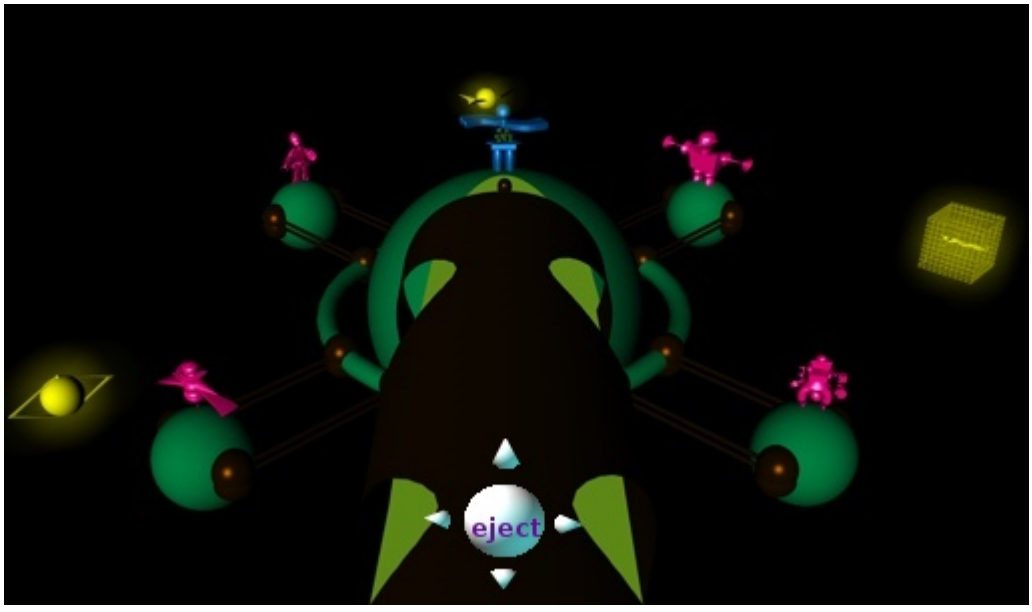
steer Obstacles to class Robo

steer caracter or methods from distructor to DestroyMethods of Grassboule

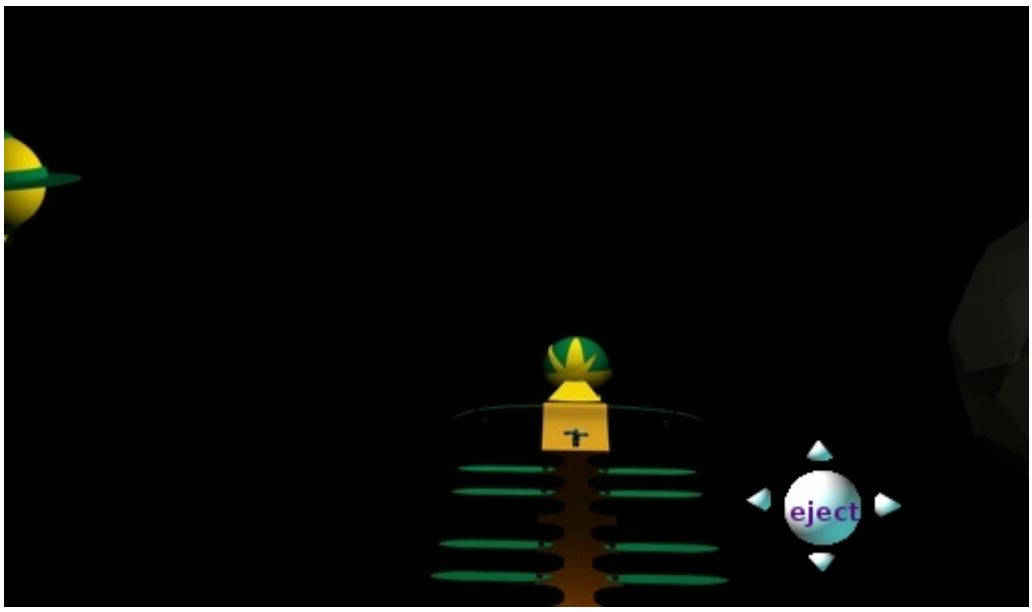
wie Datn verarb welche Funktic Aufgabenbäu		Datenbank	Strukto	notepage1	Pultscher
wie Datn herau nen beinhalten me		und	gramme be	notepage2	GamerunOne
Algorithmus	welche Datn	Datenmatrixen Algorithmen	schreiben	notepage3	
für Datenausg in Programm	Datenfluss	ERM siehe	mathemati		
Sonderfall ode einfliessen	pläne	Datenbank	sche Anlei		
Feature einbez welche Datn	modelle	tung			
speichern					
wie Ausgabe					
des Programs					
aussehen soll					
Verhältnis der					
Figuren zu					
Pultscher und					
umgekehrt					



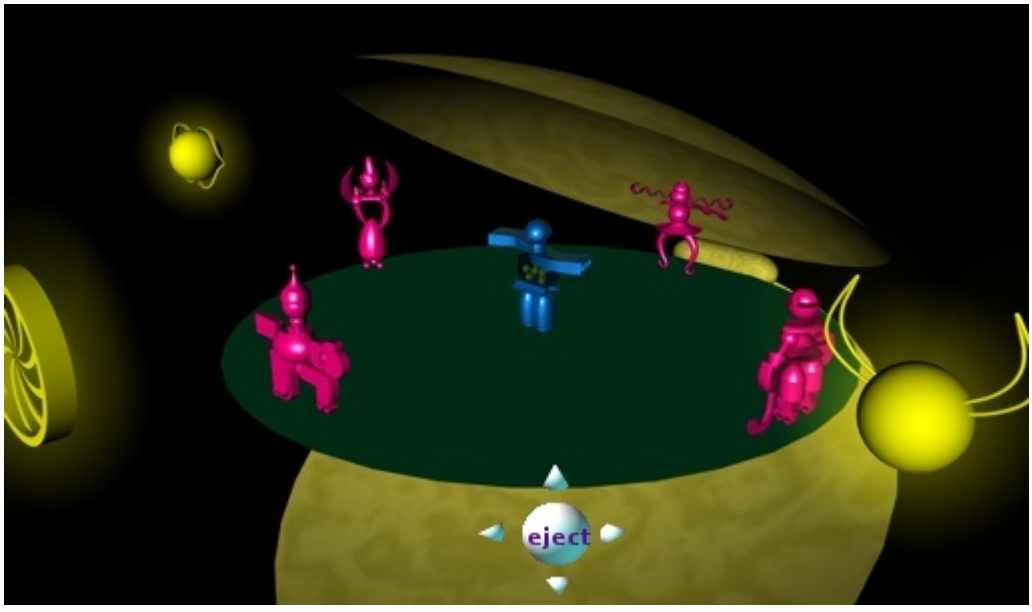
PultscherFlyballgamerunOne



PultscherFlyballgamerunTwo



PultscherFlyballgamerunThree



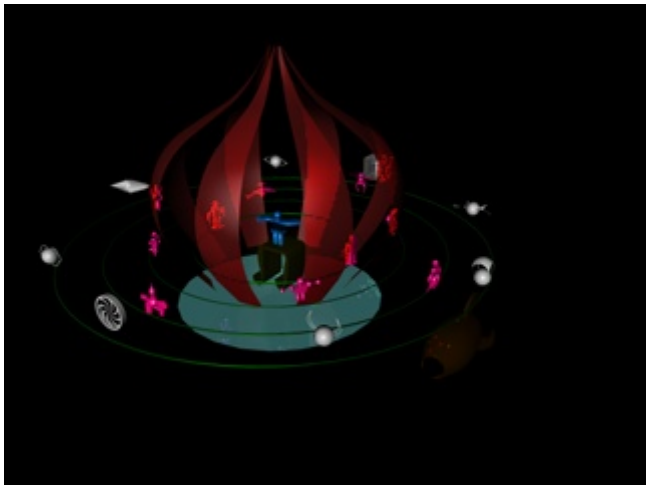
PultscherFlyballgamerunFour



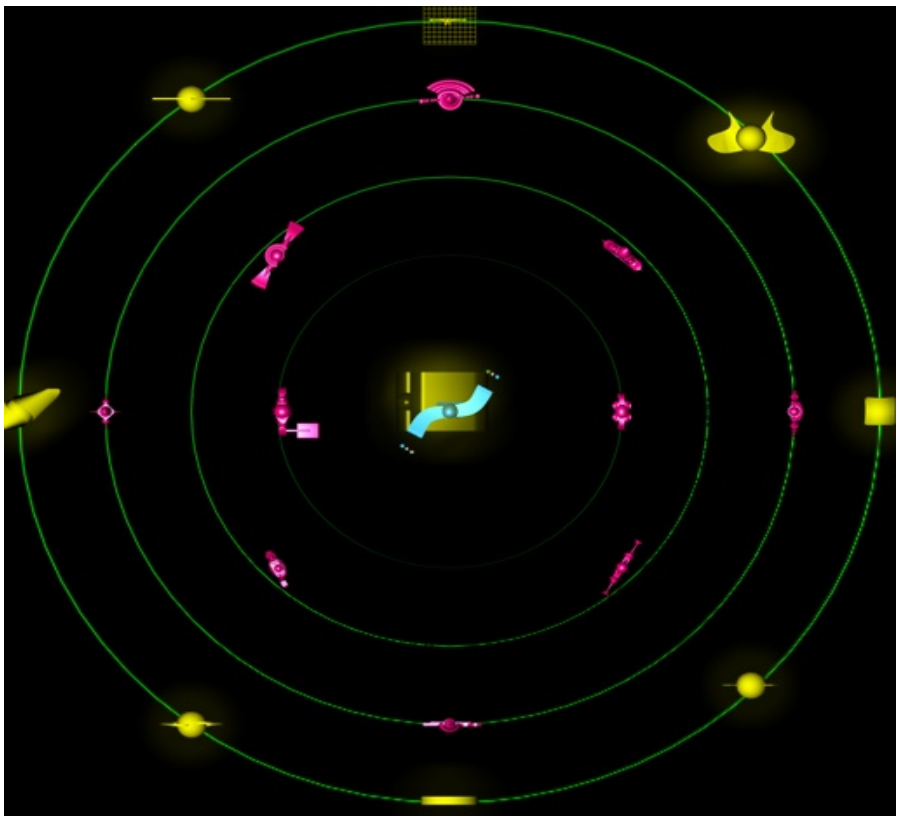
PultscherFlyballgamerunSphinxstart



Pultscher



PultscherFlyballgameCircus

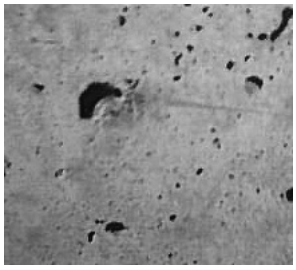


PultscherFlyballgame look from Top



Entrypaint

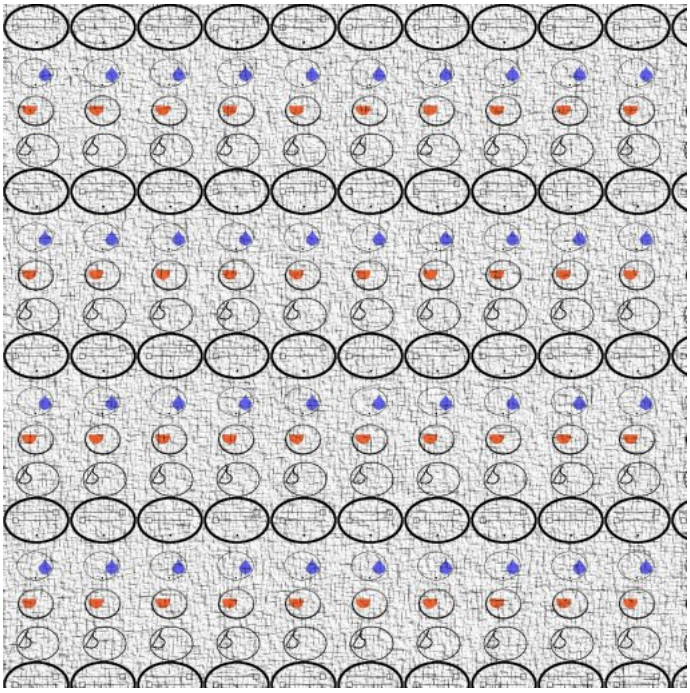
Texturen



Beton

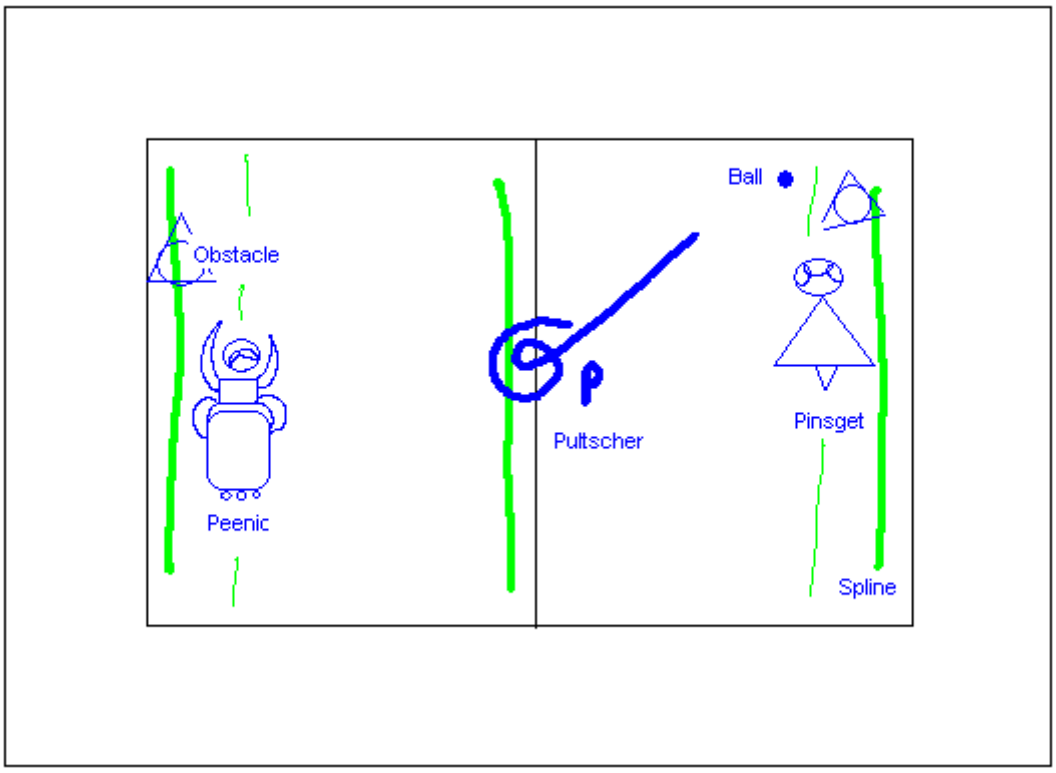


Grassball



Tatoocarpet

FSM 3



obenerwähntes FSM ist für dieses FSM*3* anzupassen

```
public class Pultscher{
      public static void main (String [] args){
      System.out.println("Pultscher");
        }
}
#define PULTSCHER_NORTHBOUND 0
#define PULTSCHER_SOUTHBOUND 1
#define PULTSCHER_STATIONARY 2
int pultscher_state = PULTSCHER_NORTHBOUND [0];

void Pultscher_Object (void)
{
static int counter = 0; // zählt die Frames; sind
            // 1000 erreicht, wird ein zufälliger Zustand angenommen
// Test auf Status Uebergang Kollisionsregel
if (Pultscher_Collision (pultscher ball shot))
  {
  // Pultscher im Gegenuhrzeigersinn drehen
  if (++pultscher_state > PULTSCHER_EASTBOUND)
    pultscher_state = PULTSCHER_NORTHBOUND;

// end if
// Test auf Status Uebergang 1000-Takt-Regel
if (++counter >= 1000)
  {
  // Zähler zurücksetzen
  counter=0;
  // Neuen Status zufällig auswählen
  pultscher state = rand ()%(PULTSCHER_STATIONARY+1);
} // end Pultscher_Object
```

```
Module Pultscher
       Sub Main
              Console.WriteLine("Pultscher")
       End Sub
End Module

#define PULTSCHER_NORTHBOUND 0
#define PULTSCHER_SOUTHBOUND 1
#define PULTSCHER_STATIONARY 2
int pultscher_state = PULTSCHER_NORTHBOUND;
void Pultscher_Object (void)
{
static int counter = 0; // zählt die Frames; sind
            // 1000 erreicht, wird ein zufälliger Zustand angenommen
// Test auf Statusübergang Kollisionsregel
if (Pultscher_Collision (pultscher ball shot))
  {
  // Pultscher im Gegenuhrzeigersinn drehen
  if (++pultscher_state > PULTSCHER_EASTBOUND)
    pultscher_state = PULTSCHER_NORTHBOUND;
  } // end if
// Test auf Statusübergang 1000-Takt-Regel
if (++counter >= 1000)
  {
  // Zähler zurücksetzen
  counter=0;
  // Neuen Status zufällig auswählen
  pultscher state = rand ()%(PULTSCHER_STATIONARY+1);
} // end Pultscher_Object
public class PultscherNoteOne{
      public static void main (String [] args){
      System.out.println("PultscherNoteOne");
        String Liste0[] = new String[11];
        String liste0[] = {"Pultscher", "eject bowls", "shutt obstacles"};
}
}
//FLYBALLGAME OOP.JDK begin

      ("Erzeugen und Initialisieren der Objekte");

      PultscherRobotRoller.Starten = ROTATE (360°);
      RunwayOne.Starten = ROTATE (360°);
      RunwayTwo.Starten = ROTATE (-360°);
      RunwayThree.Starten     = ROTATE (360°);


      GrassBall.Farbe   = GLOWGREEN ()
pultsch     GrassBall              = class (GBall)  ("programmiersprache
PASCAL");

      StrawBall.Texture      = YELLOW ("SurfaceFotoTrockenesStroh.jpg");
pultsch     StrawBall              = object (SBall);

      MarsStone.Farbe   = DULLORANGE ();
pultsch     MarsStone   = object (MBall);

      FireBall.Farbe    = GLOWKARMINROT ();
pultsch     FireBall          = object (FBall);

      BuckyBall.Farbe   = GLITTERHELLBLAU ();
pultsch     BuckyBall         = object (BBall);

      LaserBall.Farbe   = STERNSCHNUPPEWHITE ();
pultsch     LaserBall         = object (LBall);
```

```
      pultschStrawBall.var JagorRobotRoller: ();
                  SeppiRobotRoller: ();
shuttdown


public class PultscherNoteTwo{
      public static void main (String [] args){
      System.out.println("PultscherNoteThree");
}
}

//Pfad und zuteilen von Destruktoren DestroyMethoden an Grassball, Marsstone und
Icecube




public class PultscherDina{
      public static void main(String [] args){
      System.out.println("PultscherDina");
}
}


public class PultscherGnomie{
      public static void main(String [] args){
      System.out.println("PultscherGnomie");
}
}


public class PultscherJagor{
      public static void main (String [] args){
      System.out.println("PultscherJagor");
}
}


public class PultscherKikker{
      public static void main(String [] args){
      System.out.println("PultscherKikker");
}
}



public class PultscherMagnet{
      public static void main(String [] args){
      System.out.println("PultscherMagnet");
}
}



public class PultscherMoira{
      public static void main(String [] args){
      System.out.println("PultscherMoira");
}
}
```

```
public class PultscherPeenic{
      public static void main(String [] args){
      System.out.println("PultscherPeenic");
}
}
```

```
public class PultscherPinsget{
      public static void main(String [] args){
      System.out.println("PultscherPinsget");
}
}
```

```
public class PultscherRobot{
      public static void main(String [] args){
      System.out.println("PultscherRobot");
}
}
```

```
public class PultscherSeppi{
      public static void main(String [] args){
      System.out.println("PultscherSeppi");
}
}
```

```
public class PultscherSpoh{
      public static void main(String [] args){
      System.out.println("PultscherSpoh");
}
}
```

```
public class Zaehler {

	private int wert = 100;

	Zaehler() {
		this(0);
		System.out.println("hallo ich bin der Konstruktor");
	}

	Zaehler(int wert) {
		this.wert = wert;
	}

	public Zaehler(Zaehler zaehler) {
		wert=zaehler.wert;
	}

	void inkrement() {
		wert++;
	}

	void dekrement() {
		wert--;
	}

	public void zueruecksetzten() {
		wert = 0;
	}

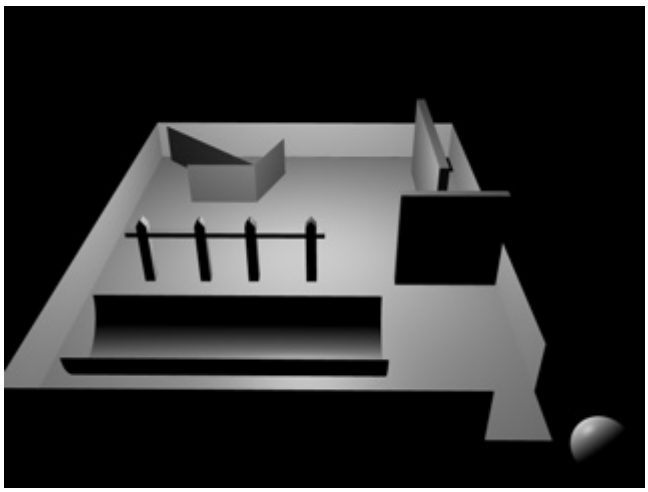
	void inkrement(int ink) {
		wert += ink;
	}

	public int getWert() {
		return wert;
	}

	void setWert(int wert) {
		this.wert = wert;
	}

}
```

it ends with another game



c4dBild.jpg DitchFenceWallArrow ein Ballspiel

BOXER
défence > kick
attaque > match only obstade

DINA
défence > prick
attaque > hit only obstade

GNOMIE
défence > sog
attaque > spray only obstade

MAGNET
défence > attach
attaque > hit only obstades

MOIRA
défence > wrapin
attaque > wrapout only obstades

PINSGET
défence > hurl
attaque > lance by wing only obstade



SEPPI
défence > attraper
attaque > touchesent with spint only obstade

SPOH
défence > catch
attaque > splatter à canne only obstac

JAGOR
défence > attraper
attaque > jetter à main (only obstades