

CSE1720

Week 10, Lab 10



Winter 2014 ◆

Thursday, Mar 21, 2014 & Friday, Mar 22, 2014

Lab 10 Exercises

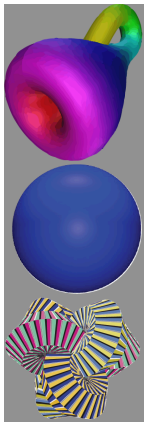
Complete the following exercises. Submission is not required.

Exercise #1

Download the most recent code base

Run the app by invoking `AppDriver.java`. Play the game for a while.

Game Info



Value: 1 point

Value: 2 points

Value: 3 points

- **Objective: finish the game with a positive score**
- Ammo costs 1 point each
- When targets collide with one another, one of them disappears
- Left and right arrow keys rotate shooter left/right
- Space bar to fire (hold to fire repeatedly)
- Projectile expires before reaching edge of world
- P key restarts game

Exercise #2

- Modify the codebase to give the same point value of 1 for all of the different target types.

Does this make the game more difficult?

- Modify the codebase so that the projectile's lifespan is shorter.

Does this make the game more difficult?

Exercise #3

- Modify the codebase so that left/right cursor moves the shooter sprite to the left and right (instead of rotation)

Does this make the game easier or more difficult?

Exercise #4

- Modify the codebase to enable all controls (left/right, up/down, rotate left/right)
- Design a mapping from a set of keys to these operations, to be operated by the left and right hand.
- Implement collision detection, so if a target hits the shooter, the shooter dies

Does this improve the game?