# CSE1720

Week 12, Lab 11

Winter 2014 Thursday, Mar 27, 2014 & Friday, Mar 28, 2014



## Lab 11 Exercises

Complete the following exercises. Submission is not required.



- Modify the codebase to enable the following controls:
  - left -A
  - right D
  - up W
  - down S
  - rotate counterclockwise Q
  - rotate clockwise E



Implement the game logic in the score tally sprite so that, if the user hits two targets of the same type consecutively, then the ammo tally gets reset to zero.

You should place the code that implements this logic in the ScoreTallySprite class.

Your solution will require you to declare additional class variables, to keep track of the ammo used for this specific target and to implement the track of target hitting (which must be done in two steps).



Implement the game logic in the score tally sprite so that, if the user hits two targets of the same type consecutively with only two pieces of ammo, then the ammo tally gets reset to zero.

You should place the code that implements this logic in the ScoreTallySprite class.

Your solution will require you to declare additional class variables, to keep track of the ammo used for this specific target and to implement the track of target hitting (which must be done in two steps).



Implement the game logic in the score tally sprite so that, if the user hits two "high value" targets consecutively with only two pieces of ammo, then the ammo tally gets reset to zero.

A "high-value" target is the target with the highest number of points. You will need to implement the body of a method in the Utility class.

You should place the code that implements this logic in the ScoreTallySprite class.

Your solution will require you to declare additional class variables, to keep track of the ammo used for this specific target and to implement the track of target hitting (which must be done in two steps).

