FRUIT NINJA

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Fruit Ninja is a simple game of slicing fruit. Players use their hands to guide the mouse in order to slice the fruit as it jumps across the screen. As the game progresses, more and more fruit jump into the screen waiting to be sliced!

In addition, players can slice multiple fruit at the same time, achieving a combo slice, however, if a fruit falls out of the screen's boundaries without being sliced, the player will receive a warning "X", same goes for slicing a dangerous bomb.

A player loses a normal game when he either receives three warnings, or slicing a fatal bomb. Moreover, in the arcade mode, the game goes on for a whole minute and the player tries to break his highest record.

Design Patterns:

- Singleton : GameController instance
- Command : Audio handling
- Factory : Creating GameObjects
- Strategy : GameObjects
- MVC : Separating view from model

Guide:

1. Choose level
2. Slice fruit
3. Avoid bombs
4. Try and catch special fruit
5. Beat high score

Snapshots: