CSU Long Beach
CECS 277
Object Oriented Application Development

Project GUIs

GUIs
- Write a Java program that moves an image (an Image object only) around the screen randomly.
- If the user presses the mouse on the image, increment a score showing in the corner of the screen.
- If the user reaches a score of 5, make the image move faster so that it is more difficult to catch.
- If the user reaches a score of 10 make the image smaller or make it move even faster.
- Create a menu that allows the user to choose between three different images.
- Again this is an Image object only.
- The entire image must always be displayed on the screen.

Grading Criteria
You will be graded on the following components:
- Does the program do what is required
- Is it properly documented
- Is it fully tested
- Is it properly designed

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