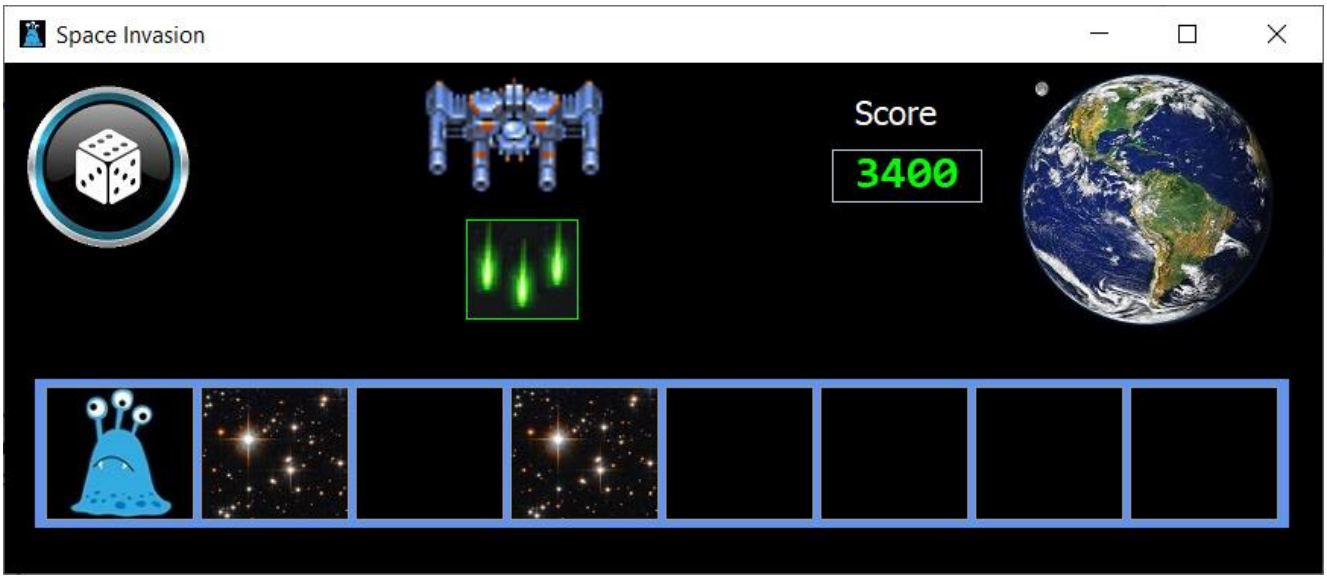
Lab 6

Space Invaders!



1. Goal

The goal of this lab is the development of a game in which we have to eliminate an alien invader. This invader is hidden on a board. Players have to uncover the cells to locate it in a maximum number of attempts obtained from the dice.

2. Development of the game

1. The game takes place on a board of 8 cells in which one of them, selected randomly, there is a hidden invader.
2. The number of shots that can be used to discover the invader will be get by throwing a dice. It will be a number between 1 and 4.
3. At the beginning of a game, the starting score is 1000 points. Each empty cell shot will subtract 200 points. Discovering the invader worth 3000 points.
4. The game ends as soon as the invader is discovered, or when player runs out of shots.

3. Desarrollo de la práctica

During this lab we will face the following activities:

- Enabling and disabling the components inside a panel.
- Runtime panel element creation.
- Runtime image change.

- Use an external library to change the look and feel of the application.

4. Workshop!

- **IMPORTANT**: Study the theory foundations associated to this lab. Remember that all these theory pills are part of the theory contents and will be evaluated in both the theory and lab exams.
- **Document** (with Javadoc comments) the application and the proposed extensions code.

1. Place a meteorite in a random position on the board (different from the invader's one). If discovered, the score is 0 points and the game ends.
2. Modify the end of game message to indicate the result (you found the invader!, you ran out of shots! A meteorite has destroyed you!).
3. Discover the board at the end of the game.
4. Add a menu with the options that are considered appropriate.