

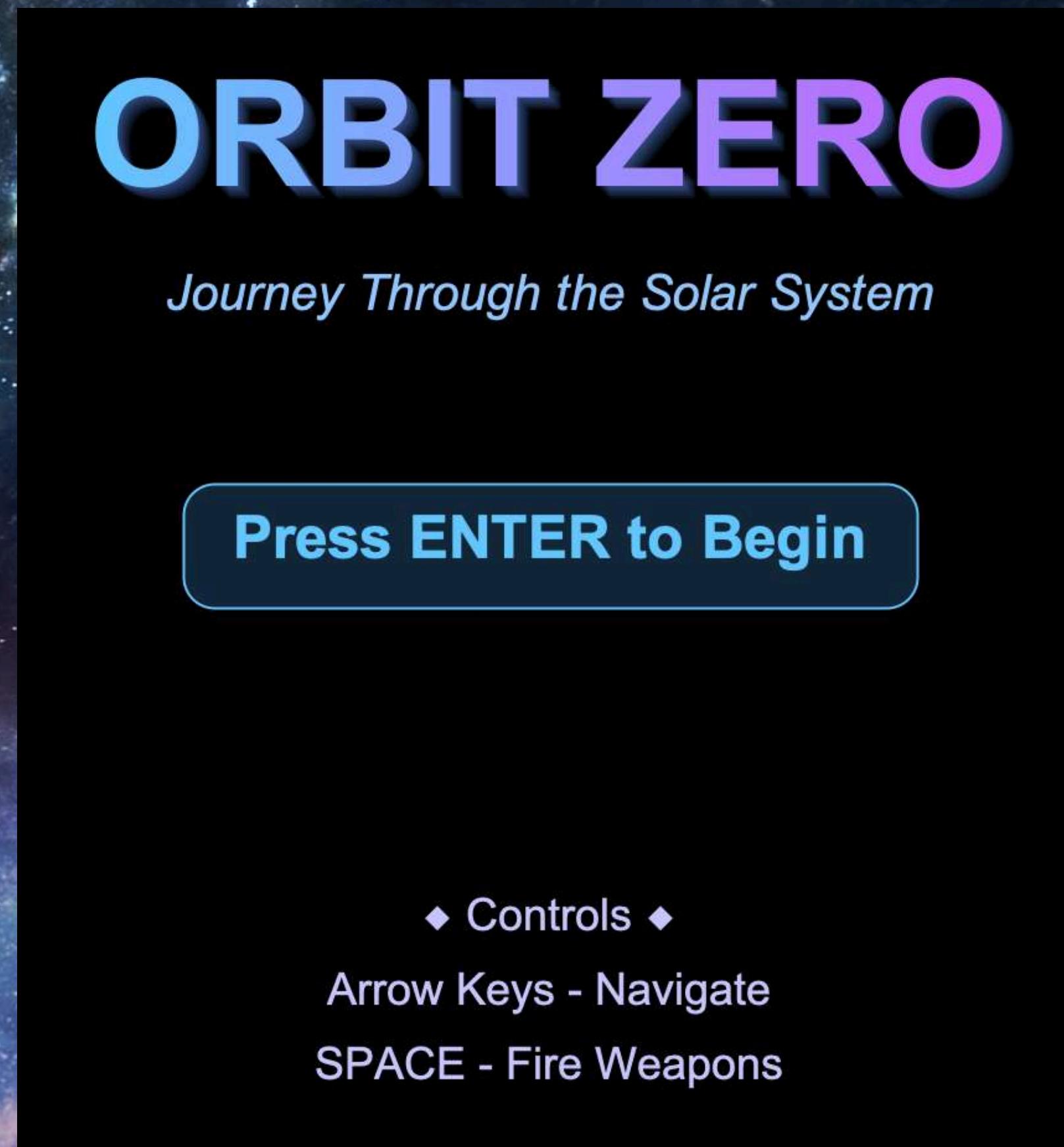
# ORBIT ZERO

資二甲 111316034 王煊菡  
資二甲 111316024 陳若瑄

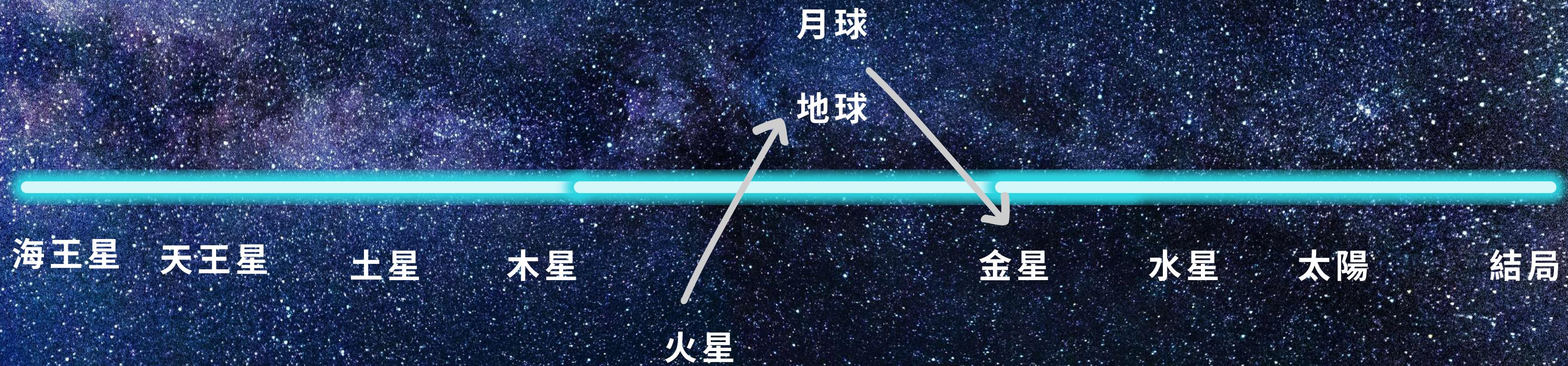
# 遊戲介紹

基於 Java Swing 與 Graphics2D 開發的射擊遊戲。玩家操控飛船在模擬的無重力環境中移動，透過物理慣性系統與粒子特效，呈現出流暢且具現代感的太空戰鬥體驗。

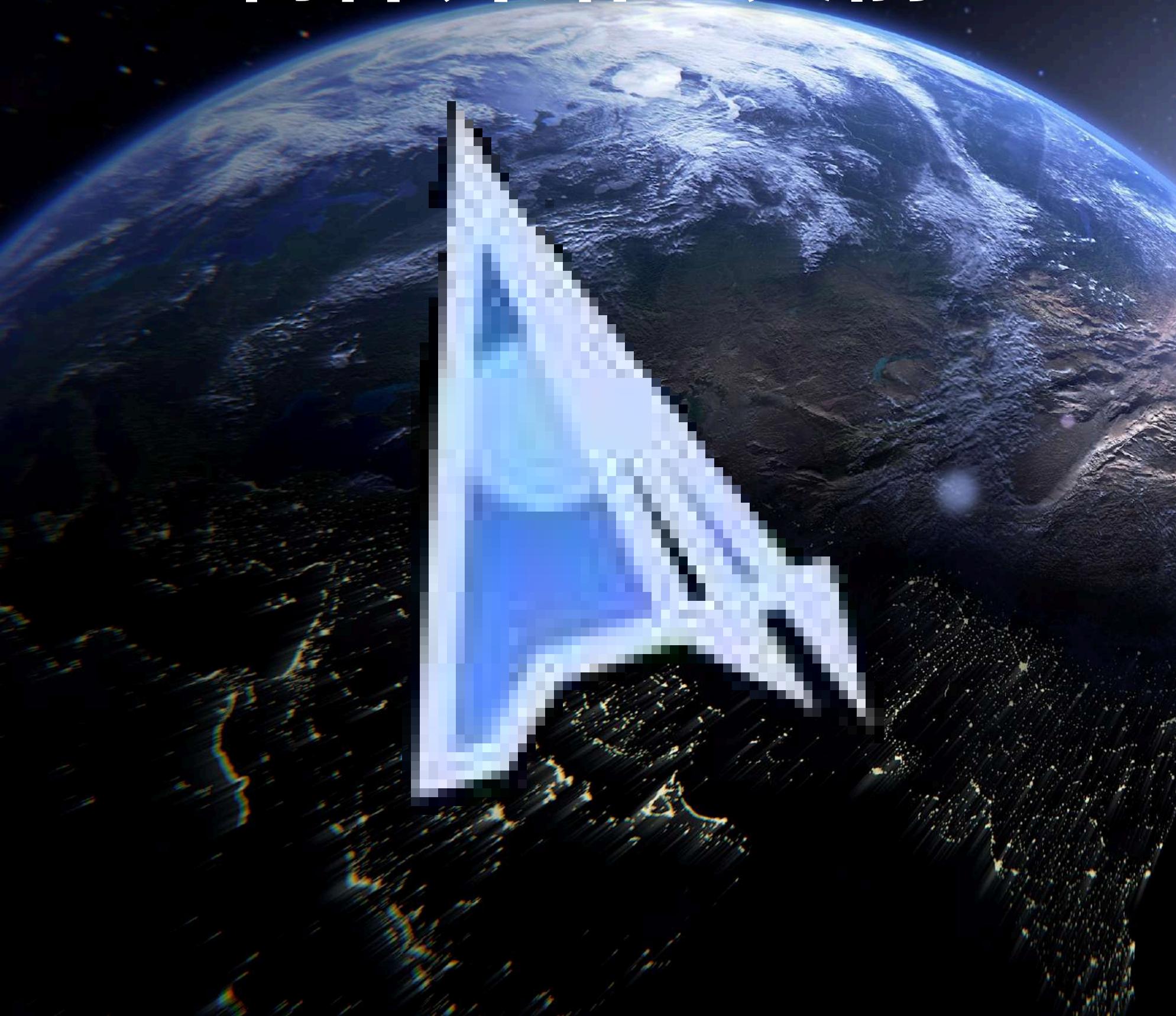
有九個關卡加上一個隱藏關卡，從海王星開始一路飛往太陽，中途可以選擇要到達月球或是略過，躲避隕石或是敵人攻擊，獲得個各星球上的紀念品



# TIME LINE



# 物件介紹：火箭



# 物件介紹：狀態欄



# 物件介紹：通關界面

**LEVEL COMPLETE!**

◆ Acquired: Neptune's Trident ◆

Press ENTER for Next Level

# 物件介紹：失敗介面

**MISSION FAILED**

**== STATISTICS ==**

**Asteroids Destroyed: 6**

**Total Shots: 41**

**Accuracy: 14%**

**Reached Level: 2**

**Press R - Restart Mission**

**Press C - Continue**

# THANK YOU

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# OUR PORTFOLIO

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# MEET OUR ASTRONAUT

**Brigitte Schwartz**

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**Alfredo Torres**

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**Adora Montminy**

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