

ORBIT ZERO

資 二 甲 1 1 1 3 1 6 0 3 4 王 暄 菡
資 二 甲 1 1 1 3 1 6 0 2 4 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

ORBIT ZERO

Journey Through the Solar System

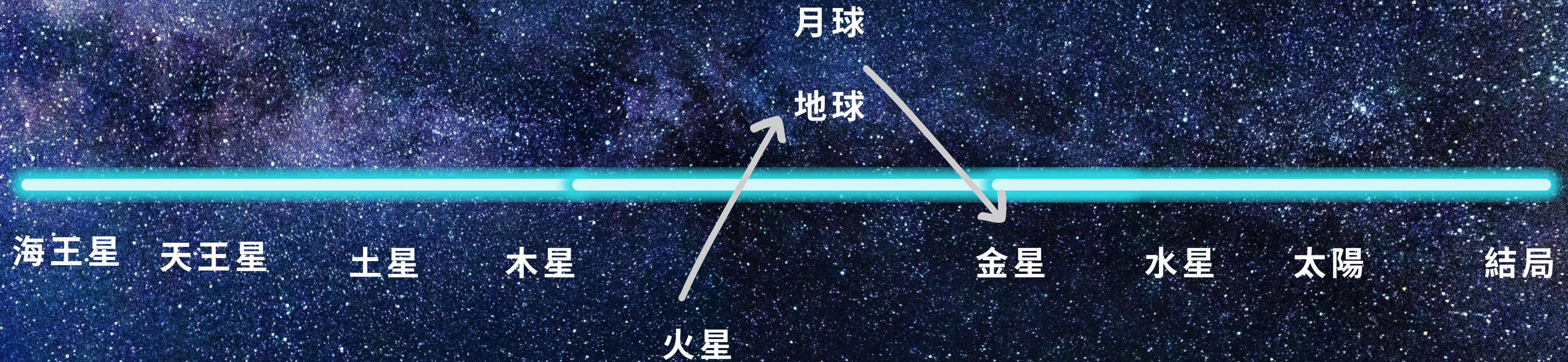
Press ENTER to Begin

◆ Controls ◆

Arrow Keys - Navigate

SPACE - Fire Weapons

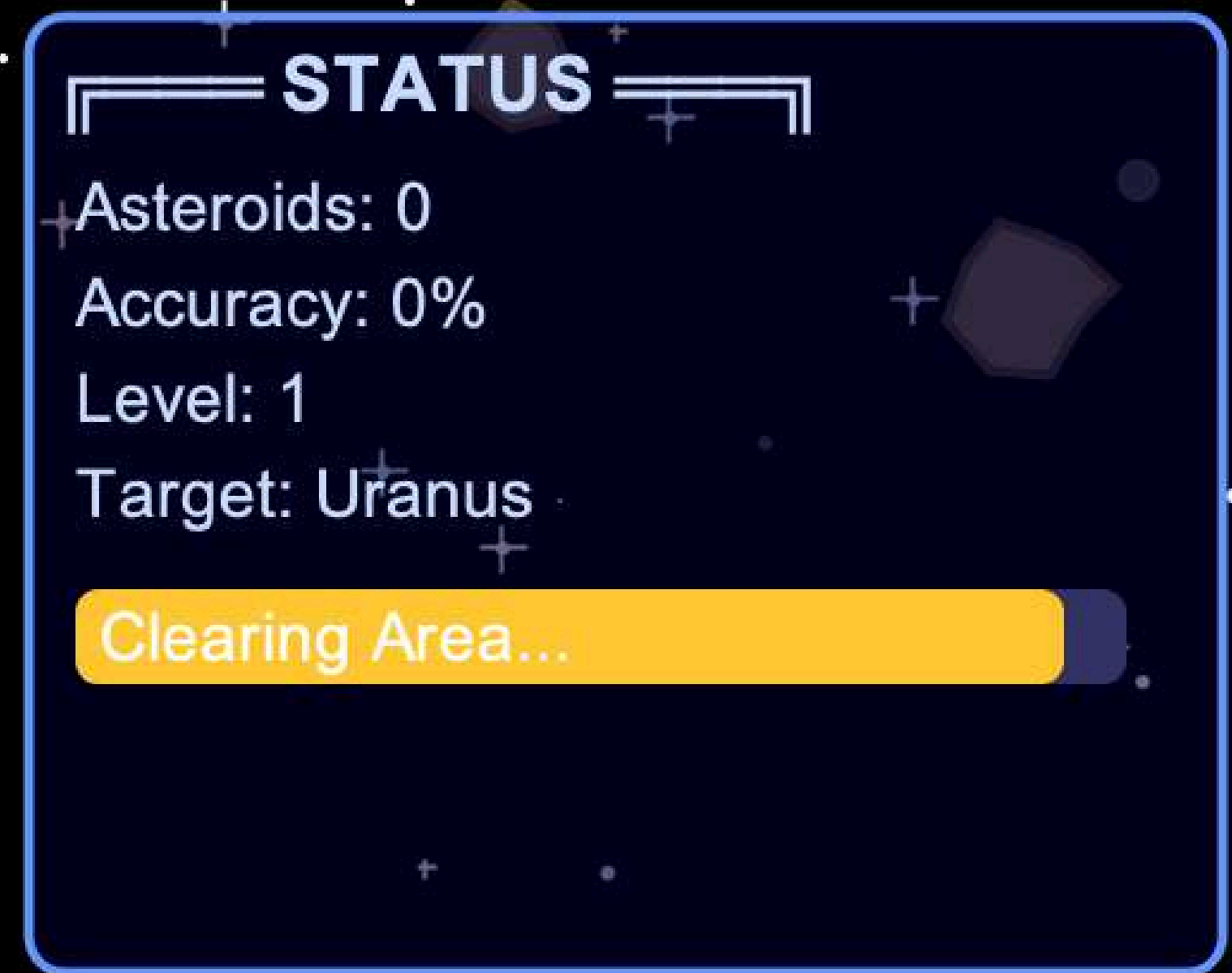
TIME LINE



物件介紹：火箭



物件介紹：狀態欄



物件介紹：通關介面

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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