Game Development

Midterm Exam
CSCI 178

Use the given game engine to create the following. Make sure to add appropriate classes if required. Include a text (READMe.txt) file outlining your task and approach.

Submit your complete work as in compressed (zip) file to the link in canvas. If your program not running in a remote machine you may not get complete marks. Therefore, make sure your program runs without errors. Your creativity will be awarded extra 5 points.

1) Add a 'Landing Page' to your game move to the next screen by mouse click/press 'Enter' (Page with image displaying the name of the game)
2) Add a 'Menu Page' with menu do the following
   a. New Game: Start new game
   b. Help: Showing to how to play game page
   c. Exit → Exit the game
3) Create user interaction on 'Menu Page' by mouse click on each topic or first letter pressed. Ex: press 'N' for new game or click on 'New Game'
4) Create a Help page for how to play game. Pressing Escape key move to 'menu page'
5) Create an event when press escape while playing game to do following
   a. Pressing escape button while playing game will pause the game
   b. Popup menu asking to confirm exit yes/no
      i. Yes: by pressing 'Enter' -- quit the game
      ii. No: by pressing 'Escape'—resume the game

Landing Page	Menu Page	Game

Help Page	Game Popup