Sarawak Campus
Assignment Cover Sheet
(for individual and group assignments)
This cover sheet is to be attached to all assignments, both hard copy and electronic format

ASSIGNMENT DETAILS

Unit Code		Unit Title	
Tutorial/Lab Group		Lecturer/Tutor Name	
Assignment Title			
Due date		Date Received	

DECLARATION

For both individual and group assignments, in the case of assignment submission on behalf of another student, it is assumed that permission has been given. The University takes no responsibility for any loss, damage, theft, or alteration of the assignment.

To be completed if this is an individual assignment

I declare that this assignment is my individual work. I have not worked collaboratively, nor have I copied from any other student's work or from any other source/s, except where due acknowledgment is made explicitly in the text, nor has any part been written for me by another person.

Student Details	Student ID Number	Student Name	Student Signature
Student 1			

To be completed if this is a group assignment

We declare that this is a group assignment and that no part of this submission has been copied from any other student's work or from any other source except where due acknowledgment is made explicitly in the text, nor has any part been written for us by another person.

Student Details	Student ID Number(s)	Student Name(s)	Student Signature (s)
Student 1			
Student 2			
Student 3			
Student 4			
Student 5			

MARKER'S COMMENTS

Total Mark		Marker's Signature		Date	

EXTENSION CERTIFICATE

This assignment has been given an extension by

Unit Convenor			
Extended due date		Date Received	

Custom program proposal

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Overview

My final custom program is a game called Hit The Targets. It is a single player game and it is pretty basic. Player has to hit all the targets. The gun is controlled by mouse pointer .

How this program is going to work

The program is firstly going to use the 'gosu'

library. The main class of the code is introduced;

"draw"

Def initialize

Initialize in basically the brain of the code. It connects all the other class and functions together to start the game. This is the main section of the code. Here, we will assign the window size, title of the window, pointer and random number generator music and png image of the rifle.

Def update

Update will response to pointer location and will play the on hit effect music.

Limitations

Some of the limitations that were faced while creating this program was the sound of the on hit. Furthermore, I had hard time updating objects .

Data structure

Field Name	Data Type	Description	Example of value
@message	String	Descrption of the game	Hit The Targets!!! Press ESC to EXIT.
@music	Boolean	It will play the music or not.	True, False
@SHAPE_DIM	Integer	It will generate random numbers for targets to spawn	1-800
@music.volume	Float	to lower the volume of the music	0.375
@px = @py = 0	Integer	This shows the location of the pointer.	mouse.x = 0 mouse.y= 0