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Space Shooter Game

-**Refactored magic values**

As many as I could find at least

**-All user facing strings are resources now**

I probably did it incorrectly in the HUD class. The context was not in my scope.

-**Made a BitmapEntity Class**

It takes care of bitmap related processes for the player, enemies, and power-ups.

**-Added colors to the stars using a switch statement that chooses colors from a color palette.**

Star size is determined by using the current velocity of the star. The lowest possible velocity is mapped to MIN\_STAR\_SIZE and the highest possible velocity is mapped to MAX\_STAR\_SIZE.

Similarly, when isBoosting is true the velocity of the star is mapped from the player speed to 1.

-**New enemy types!**

Its just their behaviors that are different.

**-Moved HUD related processes to a HUD class**

This just feels like a waste of space honestly.

-**Moved the frame counting and frame limiting code to another class**

**-Made an attempt to play more sounds, but I don’t really understand the error it is giving me.**

**-Added enemy behaviors**

**Sinners**

1/3 chance to spawn one that moves in a sinusoidal pattern starting from the center of the stage

**Ambushers**

1/3 chance to spawn one that also accelerates with the player

**Droppers**

1/3 chance to spawn one that moves vertically twice as fast

**-Powerups**

**FLAG**

Increases health by 1

**SWORD**

Spawns a projectile that grows the more enemies it kills.

**BIRB**

Creates an explosion that kills ~~all~~ most enemies that pass through it

**-Projectiles**

A single projectile is spawned when the player collects a sword power up.

**KNOWN BUGS**

**-**Sounds pop2.ogg and pop3.ogg will not play from the soundpool

-The birb explosion does not check collisions correctly sometimes, so some enemies are able to breach the blast zone.

-The sword projectile launches itself sometimes.

-If a projectile is moving during a game over, it will persist on the next level.

-The first screen (with the start game button) takes a while to actually start the game. Im assuming it has to do with the sounds that do not work.

**Sources**

Characters

https://colinbrown.itch.io/hand-drawn-icons

Title Screen Background

http://freedesignfile.com/150363-hexagon-layered-seamless-pattern-vector-material-03/

Pop Sound Effects

https://freesound.org/people/greenvwbeetle/