Whack-An-Animal : A Desktop Game

Version 1.0.0

Loading Game Game UI
DisplayA DisplayB

Code and document details for whack-an-animal users and interested developers. Suggestions, and recommendations are welcome.

Motivation

Whack an animal (W-A-A) is a light weight team-based school game project.

In fulfillment of expectation for STEC 4800 : GGC Technology Ambassador Program, W-A-A was showcased to high school kids at Georgia Gwinnett College Technology S3 Series.

Contributors

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Technology and tools

- Language : *Processing.js (https://processing.org/) from MIT Lab. You can download a fully free version of processing here (https://processing.org/download/)*

Code Sample

```
void setup() { //This is the setUp method that is ran only once in the game to
  initiate every other processes in the draw method
  seconds =0;
  minutes =33;
  randomlyCreateBunnies = false;
  textFont = createFont("data.Consolas-48.vlw", 48); //our new font to write text
  //drawBunny = false;
  scoreBunny = false;
  score = 0; //initial value of score
  ArrayList holeArray =  new ArrayList<Holes>(); //This arrayList stores the six hole objects, so we
can create the six circles from the same (1) Hole object instead of creating six different circles
  holeArray.add(hole1a);//adds hole1 to the ArrayList, name holeArray
  holeArray.add(hole1b);//adds hole2 to the ArrayList
  holeArray.add(hole1c);//adds hole3 to the ArrayList
  holeArray.add(hole2a);//adds hole4 to the ArrayList
  holeArray.add(hole2b);//adds hole5 to the ArrayList
  holeArray.add(hole1c);//adds hole6 to the ArrayList
  start=3;
  mouseClicked =0;//initial value of mouseClicked

  size (594, 842);//The width and heigth of the game window

  //frameRate(250);//the rate/speed with which the images are displayed when the game is run.
  background =  loadImage ("background.png");//stores the background  image into background variable
  goodBunny = loadImage("goodBunny.png");//stores a bunny image into the goodBunny variable
  goodBunny.resize(85, 85);//resize the bunny image to specified width and heigth
  hammer = loadImage("hammer.png");//stores an hammer image into hammer variable
  background.resize(594, 842);//resizes the background image
  font1 = loadFont("AgencyFB-Bold-48.vlw");
}
```

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