CRAZY FISH

An adventure game

(Java project using OOPS)

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PROJECT REPORT:

The game ”CRAZY FISH” is a side-scroller where a fish is controlled by the player, who tries to swim between sharks, without touching them. The target is to steer a swimming fish called Crazy Fish, which continually moves to the right. The player loses if the fish touches the sharks. Crazy fish briefly swims every time the player taps the space button or on mouse click.
If there is no action, fish falls because of gravity. Points increase as long as you keep the fish alive.

The game controls are :
If enter is pressed, the game starts.
If the up button or space button is pressed, the fish swims up.

Firstly, a master class is created. It acts as the game panel. It controls a major part of the game. Most of the actions, like setting the background, displaying the menu, fonts, drawing images from the sprite sheet, updating the score, keyboard, and mouse actions.

Besides, for each object, a separate class is created.

A Fish class is created. It handles all the actions of the fish. A random function is used to determine the color of the fish. It draws the image from the sprites. It also handles other actions like swimming of the fish, up and down movement.

A shark class is created. The sharks are obstacles for the fish. The sharks are drawn randomly in an array form. It checks whether the fish collides by checking the coordinates of both objects.

An animation class is created. It creates an animation with an array of sprites.

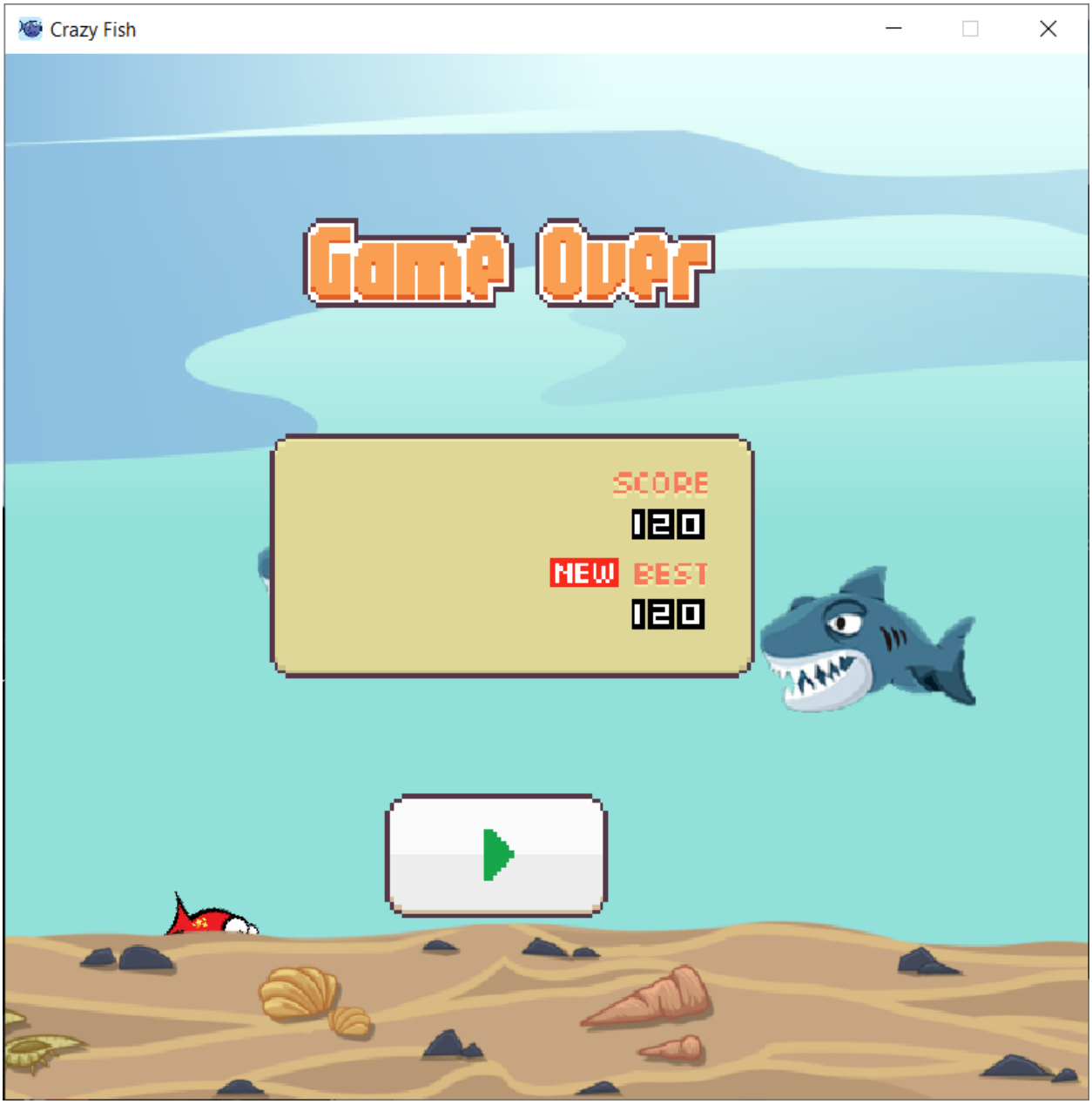
A Highscore class is created. Its purpose is to update and retrieve high score from an external file named highscore.dat

Finally, the main game class is created. This makes use of the Java AWT library to display the frame and graphics. This class is used to run the whole program. It drives and accesses instants of all the other classes.

CODE:

(All the files have been attached in the LMS portal)

OUTPUT:


Crazy Fish
Game Over
SCORE
120
NEW BEST
120