Please combine all files into one zip-file named `ifg-surname-assignment10.zip` or `ifg-surnames-assignment10.zip` and upload it in Stud.IP at `Abgaben/Uebung10`. The zip-file should contain one .pdf file with everything you want to get points for including all processing programs. We will print and correct this .pdf-file. In addition we want to have the larger processing program (not snippets) in the zip-file so we can easily start your program. Therefor the file needs to be in a folder having the same name as the file (without .pde). Please list names and emails of everyone involved in the assignment in the .pdf file. Please also list the time (max over group members) you needed for the assignment.

Exercise 16   Programming through the Tileset Universe (10 points, group)

The final task in this course is to program the game for which you developed a concept in Exercise 15.

Use the provided `Map` class for the level and your self-defined classes for the different types of game characters / objects (at least two). Also use `ArrayList` to handle a multitude of game characters / objects of the same type. Use meaningful names and comments for all classes, methods, and main functions. This will also help you in the Fachgespräch. Try to adhere to the "information hiding"-principle, i.e. that the classes "know" as little as possible about the environment they are used in and that the main program "knows" as little as possible about the implementation of the classes.

Use a screen resolution of less than 1024x700 (leaving some vertical space), so the game will work with a projector.

Add everything to the .zip file including all necessary subfolder, so we can directly start the game. Please avoid too large files, in particular uncompressed music or large uncompressed images.

We will play all games together at 27. March 2014, 15:15-16:45 (room to be announced yet). Before that on 26. and 27. March 2014 there will be Fachgespräche, please use stud.ip to choose a date.

Looking forward to see you!