# Morties Attack App Documentation

## Concept:

The app is a game featuring Rick and Morty characters where the player controls Rick to fight off waves of Morties using bullets. The goal is to survive and eliminate the attacking Morties.

## Architecture:

- **Main.jack:** The main control logic for initializing and running the game. It sets up the game environment and starts the game loop with methods like 'init' and 'runGame'.

- **Bullet.jack:** Represents individual bullets that Rick shoots. Includes methods like 'move' to handle bullet movement and 'dispose' to remove bullets that are no longer active.

- **BulletSet.jack:** Manages all bullets in the game, including their movement and collisions. Contains methods like 'addBullet' to create new bullets and 'checkCollisions' to detect hits.

- **Morty.jack:** Represents individual Morties, including their behavior and states. Key methods include 'move' for Morty movement and 'isHit' to check if a Morty has been hit.

- **MortySet.jack:** Manages groups of Morties, handling their activation and attacks. Uses methods like 'activateAll' to deploy Morties and 'checkStatus' to monitor their states.

- **MortiesAttack.jack:** Coordinates the overall attack logic of Morties on Rick. Includes methods like 'launchAttack' to initiate a wave of morties and 'monitorDamage' to assess the impact.

- **Rick.jack:** Represents the character Rick, including movement, shooting, and interactions. Key methods include 'moveLeft' and 'moveRight' for navigation and 'shoot' to fire bullets.

## Motivation:

This app was created to provide a fun and interactive experience for fans of Rick and Morty, combining action and nostalgic vibe of space invaders.

## Google Drive Link:

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https://drive.google.com/file/d/1shviqYEmdklvxwAm6W_h9nHBhpPAC8Mi/view?usp=sharing

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