

CSC 413 section 2 Summer 2018

Final Projects

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Project 1

<https://github.com/csc413-02-su18/csc413-p1-ltsJes.git>

Project 2

<https://github.com/csc413-02-su18/csc413-p2-ltsJes.git>

Introduction:

This was our final project in CSC 413 at SFSU. The goal was to make two games. The first game was a tank game. It is a two-player game that allowed you to play against another person, shoot them, and the person who loses all their lives loses the game. The second game I decided to do was rainbow reef game. It's a lot like breakout but there is health you can get and you are supposed to beat the boss to get to the next level.

Development Environment and How to Run the Program:

The version of java I used is JRE 7. The IDE I am using is Eclipse. I made a jar file for each game. To run it you should just be able to double click. Unfortunately, it seems the second game wont run on the jar but can be ran on the IDE. How the second game can be imported to IDE is by importing the java programs that I cloned from github on the eclipse was by first opening eclipse, clicked file in the top left corner, clicked open project from file system, clicked directory, navigated to where I saved the git clone, clicked ok, and then finished.

Implementation:

For the firs game, I tried to keep to the wingman code by having my TankWorld run along with the world of the wingman game. The wingman code was a great way to start. I ended up making the level with a txt file. The goal for the game was to be able to play two-players and knock each-other out while being able to get power ups.

Unfortunately, my power up didn't work so I got rid of it completely. Not sure why I couldn't get it to work. The second game, I couldn't get the next level to work. Not just that but pop, the star who is suppose to work as the ball, is super slow and sometimes get stuck on the unbreakable blocks. I used the same way to map out the game using different txt base files. For both games I used JPanel to make the world and keyevent to get controls for the game. I had to do a lot of googling to find the math for both games to get the keys to work smoothly. The second game Ketch, the guy who is the paddle, doesn't move as smoothly as I would like.

Assumption:

I assumed these games would be hard to do. I figured out reading sample code and getting input from other people was really helpful.

Results and Conclusion:

The games were really hard to do. I ended up getting really sick and found it hard to code during my episodes. Summer classes were going so fast too that I realize it would be best to work in a group with someone. So, I ended up having to set out of my comfort-zone and I teamed up with a class-mate, Alexander Caley, so that we can help each-other out. We worked on both games with each other. The second game is the one we did the whole game together. Too bad the final term projects aren't done in groups anymore because I really enjoyed working with someone else. In the end, I couldn't get my power-ups to work for my tank game and in the second game there are a lot of things wrong such as slow movement, collision with unbreakable walls don't work sometimes not all the times though, and I couldn't get the game to go to the

second level. It freezes when pressing the space-bar for the next level. Also, my jar for the second game doesn't work even though it can be ran on the IDE. I made the jar the same as the tank game so I don't know why it isn't work. The way to play the games is under read me in the github.

Update:

Second Game Update.

JAR file is now working. Loading time in game is a bit slow. Second level is now working. star is now spinning and moving a lot faster. Still some glitches with collision. Start gets stuck on certain blocks. Ketch goes through the boarder of walls.