

# **Advanced Programing Final Project**

Show your fishing skills in this minigame, where you will have to catch as many fish as possible and avoid obstacles and enemies!

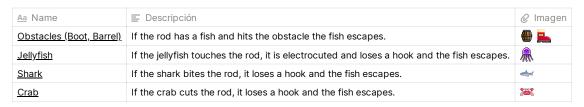
#### Scenes

<u>Aa</u> Scene	■ Description	@ Image
Home Page	Scene where the player will select the game mode and his equipment.	088
<u>Classic</u> g <u>ame</u>	Game Mode of normal difficulty where little by little more enemies will begin to appear, the game ends when the player runs out of hooks or after a certain number of rounds.	and the same
Against time game	Game Mode of extreme difficulty, from the beginning all types of enemies appear, against time, the objective is to catch the largest number of fish in 1 minute.	- Constitution of the Cons
Game Over	Scene where the statistics of the game and the best scores are shown, it asks you if you want to play again or return to the home page.	

## Gadgets

<u>Aa</u> Name	<b>■</b> Description	@ Image
<u>Fish</u>	They work as points the more you catch the better. They swim across the game scene.	**
<u>Hook</u>	They work as lives or opportunities, if the player runs out of Hooks the player loses the game.	<b>K</b> Ü
Bait can	They work like extra lives, catching one adds a hook	121
Coins	They are obtained at the end of the game and are used to make improvements to the rod (not yet final) or buy objects.	0
Premium rod	Includes an extra fish in game that is more valuable than the common fish, it can be bought with coins (Not yet final)	

## **Enemies**



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 http://www.cocos2d-x.org
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 The above copyright notice and this permission notice shall be included in
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 AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER
 LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM,
 OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN
 THE SOFTWARE.
 #include "HelloWorldScene.h"
USING_NS_CC;
Scene* HelloWorld::createScene()
   return HelloWorld::create();
// Print useful error message instead of segfaulting when files are not there.
static void problemLoading(const char* filename)
   printf("Error while loading: %s\n", filename);
   printf("Depending on how you compiled you might have to add 'Resources/' in front of filenames in HelloWorldScene.cpp\n");
// on "init" you need to initialize your instance
bool HelloWorld::init()
   // 1. super init first
   if ( !Scene::init() )
   {
       return false;
   }
   auto director = Director::getInstance();
   auto tamano = director->getWinSize();
   auto visibleSize = Director::getInstance()->getVisibleSize();
   Vec2 origin = Director::getInstance()->getVisibleOrigin();
   auto item_menu_1 = MenuItemFont::create("Play",CC_CALLBACK_1(HelloWorld::Play,this));
   item_menu_1->setPosition(Point(visibleSize.width / 2, (visibleSize.height / 5) * 4));
   auto *menu = Menu::create(item_menu_1,nullptr);
   menu->setPosition(Point(0, 0));
   this->addChild(menu);
   // Code
   auto visibleSize = Director::getInstance()->getVisibleSize();
   Vec2 origin = Director::getInstance()->getVisibleOrigin();
   // 2. add a menu item with "X" image, which is clicked to quit the program
   // you may modify it.
   \ensuremath{//} add a "close" icon to exit the progress. it's an autorelease object
   auto closeItem = MenuItemImage::create(
                                        "CloseNormal.png",
```

```
"CloseSelected.png",
                                           {\tt CC\_CALLBACK\_1(HelloWorld::menuCloseCallback,\ this));}
    if (closeItem == nullptr ||
        closeItem->getContentSize().width <= 0 ||</pre>
        closeItem->getContentSize().height <= 0)</pre>
        {\tt problemLoading("'CloseNormal.png' and 'CloseSelected.png'");}
    else
        float x = origin.x + visibleSize.width - closeItem->getContentSize().width/2;
        float y = origin.y + closeItem->getContentSize().height/2;
        closeItem->setPosition(Vec2(x,y));
    // create menu, it's an autorelease object
    auto menu = Menu::create(closeItem, NULL);
    menu->setPosition(Vec2::ZER0);
    this->addChild(menu, 1);
    // 3. add your codes below...
    // add a label shows "Hello World"
    // create and initialize a label
   auto label = Label::createWithTTF(";De Pesca!", "fonts/Marker Felt.ttf", 24); if (label == nullptr)
    {
        problemLoading("'fonts/Marker Felt.ttf'");
    else
        // position the label on the center of the screen
        label->setPosition(Vec2(origin.x + visibleSize.width/2,
                                origin.y + visible Size.height - label->getContent Size().height));\\
        // add the label as a child to this layer
        this->addChild(label, 1);
    // add "HelloWorld" splash screen"
    auto sprite = Sprite::create("Files/Escenas/GameWallpaper.png");
    if (sprite == nullptr)
    {
        problemLoading("Files/Escenas/GameWallpaper.png");
    else
    {
        // position the sprite on the center of the screen
        sprite->setPosition(Vec2(visibleSize.width/2 + origin.x, visibleSize.height/2 + origin.y));
        // add the sprite as a child to this layer
        this->addChild(sprite, 0);
    return true;
3
void HelloWorld::menuCloseCallback(Ref* pSender)
    //Close the cocos2d-x game scene and quit the application
    Director::getInstance()->end();
    /*To navigate back to native iOS screen(if present) without quitting the application ,do not use Director::getInstance()->end()
    //EventCustom customEndEvent("game_scene_close_event");
    //_eventDispatcher->dispatchEvent(&customEndEvent);
void HelloWorld::Play(HelloWorld::Ref* pSender){
    auto director = Director::getInstance();
    auto tamano = director->getWinSize();
    auto visibleSize = Director::getInstance()->getVisibleSize();
    Vec2 origin = Director::getInstance()->getVisibleOrigin();
    auto spriteFondo = Sprite::create("Files/Escenas/GameWallpaper.png");
```

```
spriteFondo->setScale(tamano.width/(1900+15), tamano.height/(1300+15));

spriteFondo->setAnchorPoint(Vec2::ZERO);
spriteFondo->setPosition(origin);

addChild(spriteFondo,0);

// Pescador
_pescador = Sprite::create("Files/Sprites/Pescador/pescandolblue.png");
_pescador->setScale(0.16, 0.16);
_pescador->setFlippedX(true);
_pescador->setAnchorPoint(Vec2::ZERO);
_pescador->setPosition(119,82);

addChild(_pescador, 1);
}
```