# Game Programming – COMP3609

## Survivor Rescue – by Jardel Mitchell, 816027213

## Description

With the current increase in large unidentified floating debris in the ocean within the past couple after the Industrial Revolution. Numerous shipwrecks have a occurred, thus the brave Ship Wreck survivor crew was created to go save drifting person who were lost at sea.

## Objective

Control the Boat using the arrow key to maneuver to the randomly spawned survivors. One point is awarded for collecting a survivor before they despawn. You are to avoid the mountainous obstacles that are in the oceans waters. Upon collision of the Obstacles, a life is taken from the ship and it is moved immediately back to the dock.

## Caution

Beware of random bodies in the water, they are the remains of survivors who were not saved in time, they are there to fool the player into thinking they are actual survivors. They are there to take up the gamers time.

## Errors

Only one Obstacle takes away the life of the boat upon collision, my assumption sis that the last obstacle object being created is the one being used.

Improper erasure of the bodies causes some of the survivors to remain, thus a caution was done to act ass a type of feature. It is an error on the developer's side that he us currently unable to debug due to understanding and time constraint.

Survivor thread does not terminate after game ends.

## Special Note

While working on the Assignment, a version was uploaded to GitHub for backup measures. → https://github.com/Jdmitchel/Year-3-Collection.git (it would be under the Game Programming branch}