IN2026 Games Technology Coursework

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**Part I : Start Screen**

Upon launching the game, players are greeted with a start screen that displays the game's title along with a prompt to "Press any key to start!" This approach helps in pacing the start of the game, allowing players to begin playing when they feel prepared.

Initially, I considered incorporating the start screen functionality directly into an existing method called createGUI. However, upon further evaluation, I realized that this approach was not feasible. To ensure a more effective implementation, I decided to introduce a new method named displayStartScreen. This method is specifically designed to manage the start screen's display and operation, ensuring that it functions seamlessly within the game's structure.

The first thing I created is a flag startScreenActive in Asteroids header file. 

Then a method call displayStartScreen. The DisplayStartScreen() method in the Asteroids game sets up the start screen by adding a transparent border around the display and creating a centered label that instructs players to "Press any key to start." It then marks the startScreenActive flag as true to indicate the start screen is currently active.

A screen shot of a computer program

Description automatically generated

In the Start() method, I make a conditional call on the displayStartScreen method, only if the flag is true. I put the rest initialising code in the else condition, this make sure that the game would not initialise before I pressed any key. A screen shot of a computer program

Description automatically generated

In the OnKeyPressed, and OnSpecialKeyPressed method, I put the rest initialising game code here. I also turn the flag to false, and remove the “Press any key to start” label.  
A computer screen with green and white text

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