Stage 2 Documentation and marking sheet

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Screenshot:

Summary of how you have met each requirement.

Background:

This game is made from the video called “Kaizo Trap”, each scene is based on the video design.

Full implementation: Different background for Initial, Field, continue, win, end with different images and tiles.

Bonus: Animated background for stageEarthquake.

Multiple states/Stages:

Full implementation: Start, tutorial, game, win, lose, pause

Bonus: Three levels of the game: field, earthquake, hell

User Controlled Object:

Full implementation: A player controlled object: little girl.

Controlled with ^ < >

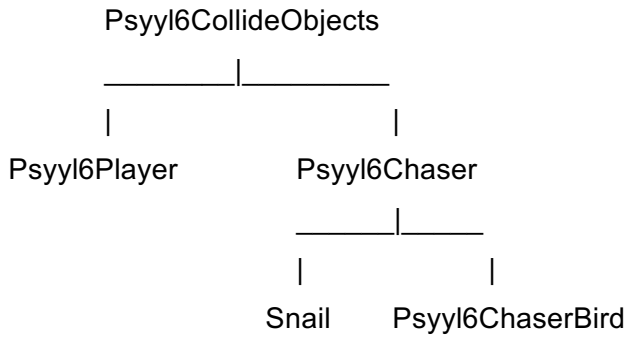
Bonus: several modes: fall, standOnTile, dieOnTile, dieDown, faceLeft, faceRight with different images.

Automated moving objects:

Full implementation: Two automatic move objects: Bird and Snail

Bird is the chaser AI and snail moves on one line.

Bonus: class hierarchy of the automatic moving objects



Tile manager:

Full implementation: Provide tiles 80*80 full screen, transparent image of the ground and stabs.

Bonus: reaction between objects and tiles: player can stand on tiles, and die on the stab tiles. The stab tile will also update that user won't die on same stab.

Load/save:

Full implementation: Load and save data with high score and name in file highScores.txt, and show the table at the end stage of the game.

Bonus: A full table of username, score, timeCount, and lastStage, stored in the structure, and sort by high score with lambda expression.

Text:

Full implementation: Still text: "way out" for every game stages, high scores.

Changeable text: time count down at stageContinue.

Bonus: changeable text move with player, the current moved distance.

Interaction:

Full implementation: Pixel based detection of objects: get the point under the user to detect "on tile";

Bonus: Pixel and Area collision detect between chaser and player. The methods are in Psyyl6CollideObject.

Complex algorithm:

Full implementation: The chaserBird, an AI try to catch the player.

Bonus: Incline

Container class:

Full implementation: Change the container for base into vector.

Bonus: add and remove function