MAS2011 Final Project Presentation

Introduction to Visual Media Programming (MAS2011-01)

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Game Section

1.

Collecting Candy

2.

Design Your own Jar

You have to collect candy to create candy jar

Design Candy jar image card by yourself

Collecting Candy

Avoid the candycane!

Collect each color of candy to create candy jar
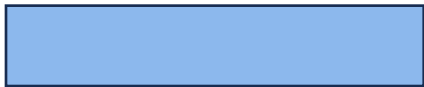(Status bar Let you know the amount of color you have to collect)

You can also shoot candycane by using the
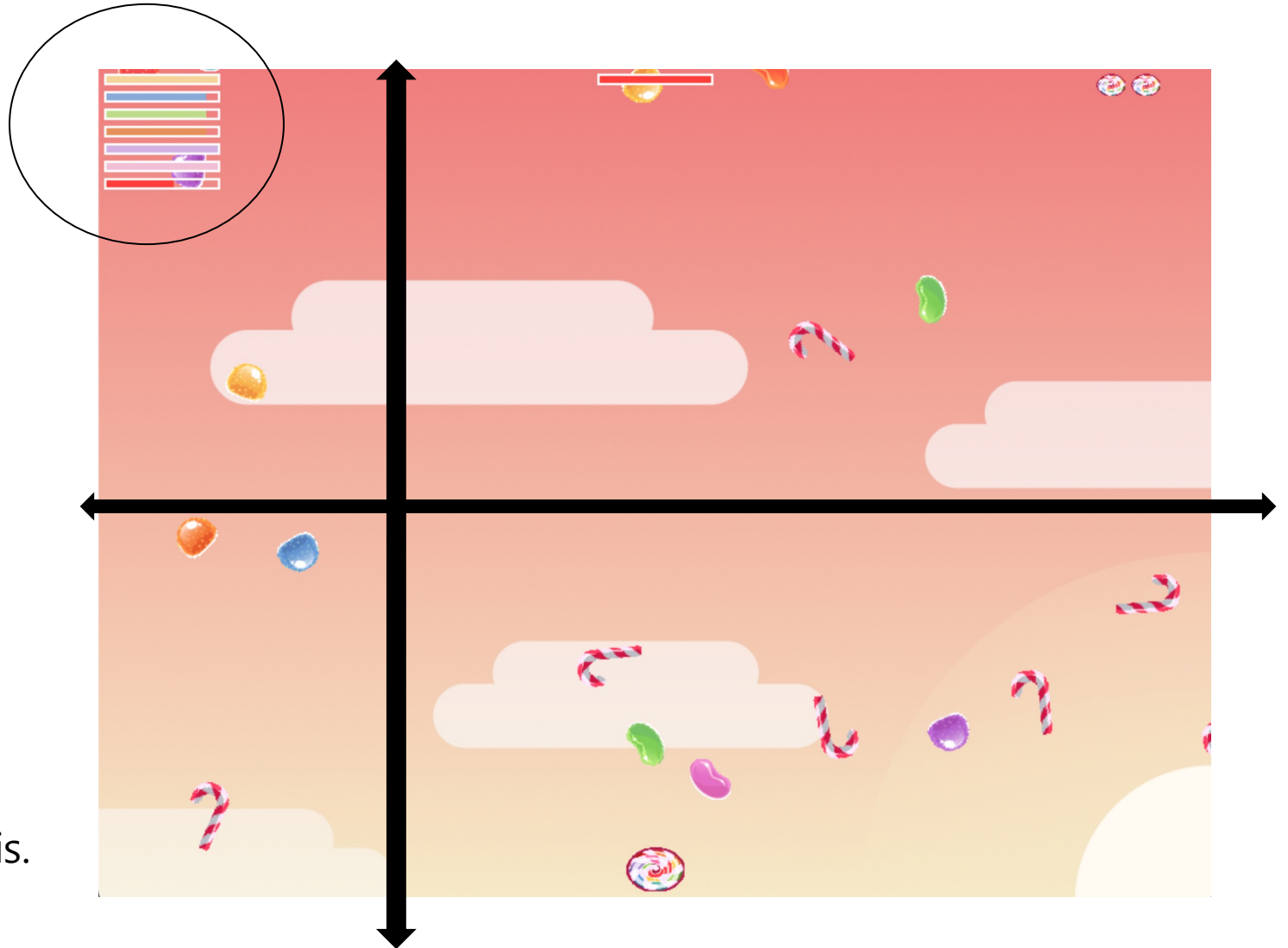candycane bullet

**-When Player and candycane collides,
 both HP and collection status point decreases
-Make sure all color collected**

Collecting Candy

Status Bar
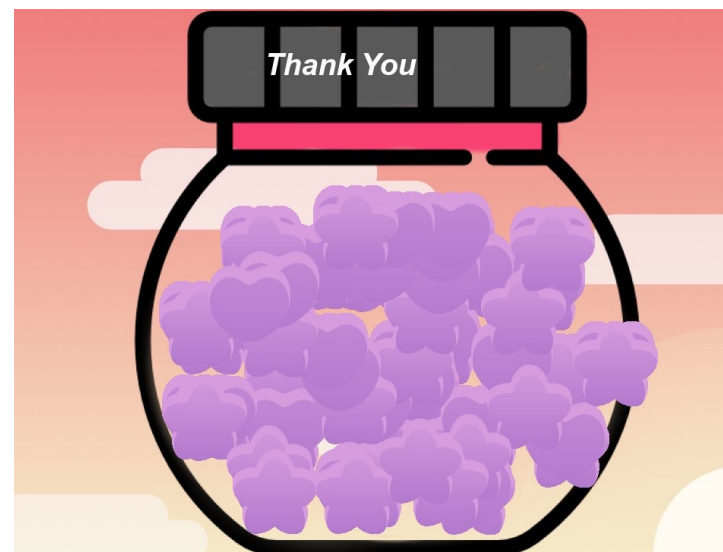Player moves by y – axis, also x – axis.

Design Your own Bottle

- If screen clicked, candy is drawn at screen
- Auto Screen capture when key 'S' get pressed
- Candy color is depended on your game result
-Get Random Message by pressing Keyboard (number 1~5 Keys!)

<Messages>

```
1 Happy Anniversary
2 Thank You
3 Sweet Memories
4 Dreams Come True
5 To My Dear Beloved
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Playing
Video

Github Link

https://github.com/KH-CC/final