ICS4UE Review Activity Shape Game

Mangat

The Task – Create the ‘Shape Game’

* A circle can be moved around the screen via keyboard controls (A,S,D,W)
* Five squares are randomly placed on the screen to begin
* The square continuously move in random directions
* When a circle collides with a square
  + The circle area increases
  + The square is removed
* The circle is blue and the squares are red
* The game ends when all squares are ‘consumed’
* Your software system MUST be modelling after the UML diagram provided
* See the video for a demo of the requirements