

FRUIT NINJA GAME

BY: Menna Ashraf

Mariam Fekry

Mariam Matar

Lina Hazem

USER MANUAL:

The game starts with a main screen with two options where the user slices the fruit to play one of them:

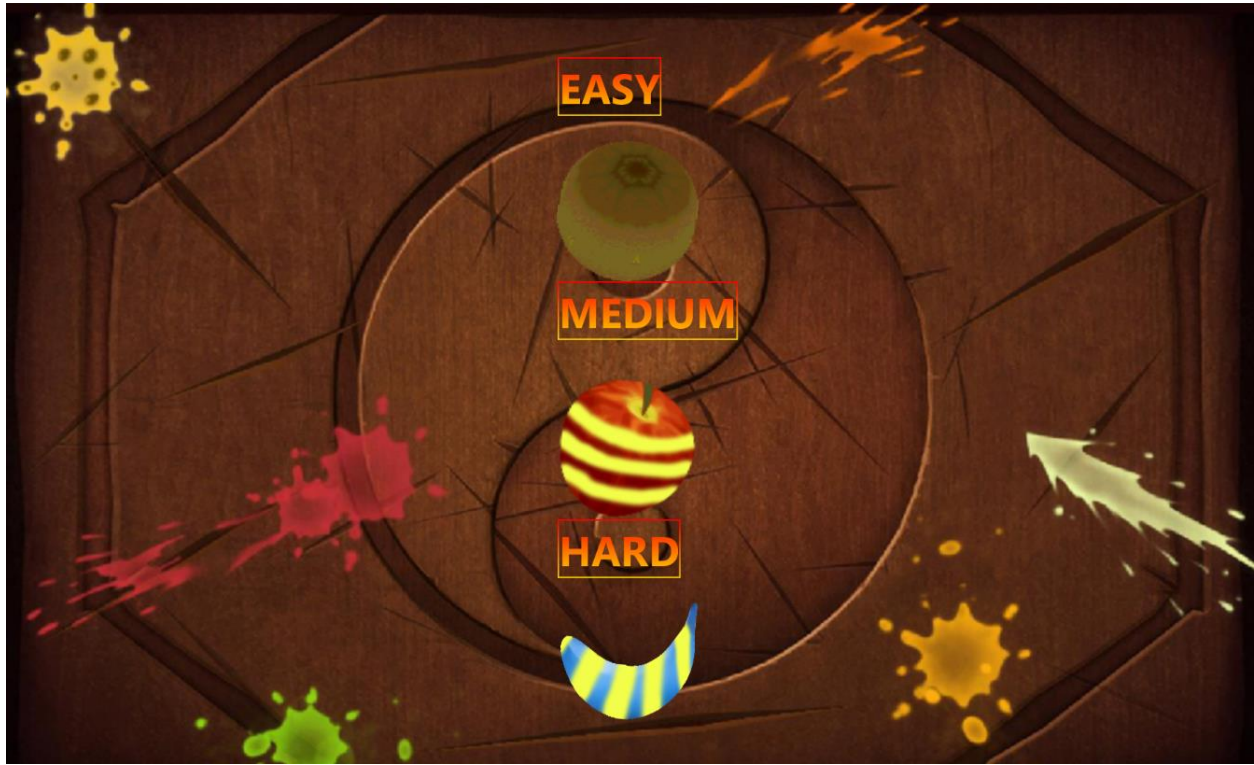
1. classic game mode.
2. Arcade mode.



1. The classic Mode:

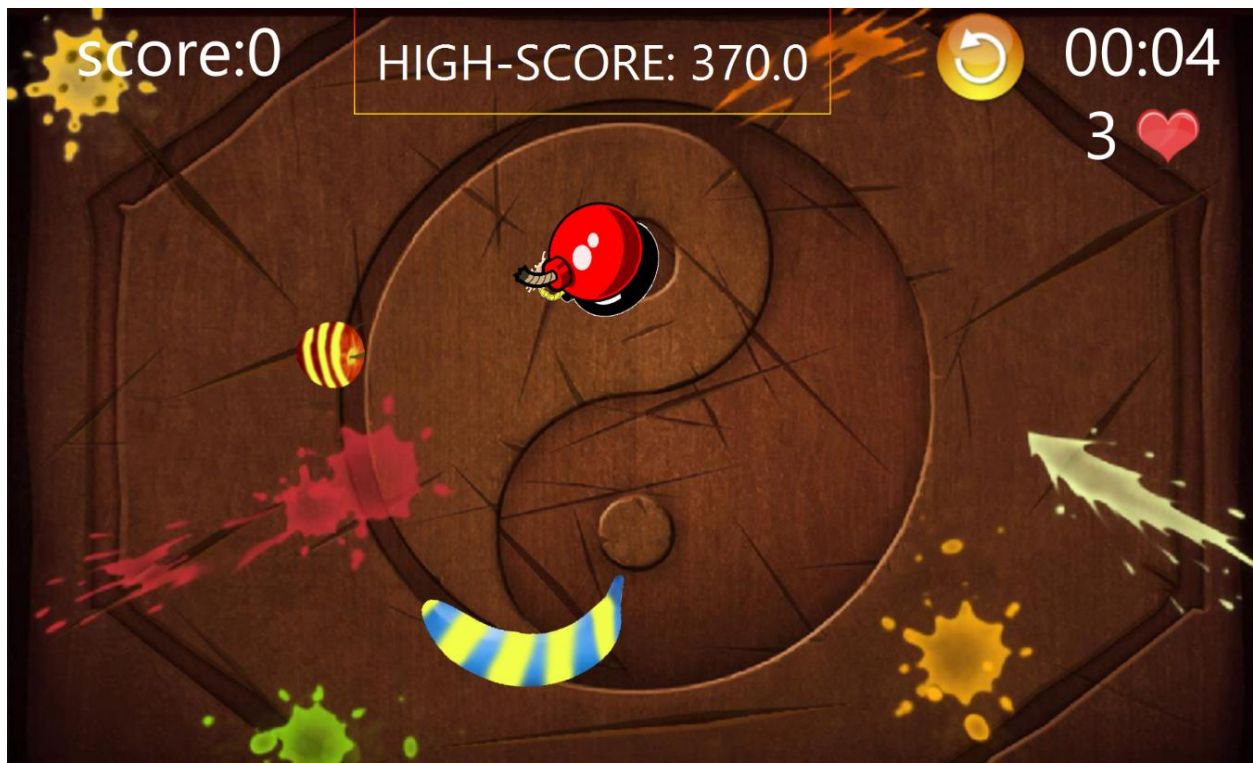
➤ It has 3 levels of difficulty:

EASY- MEDIUM- HARD

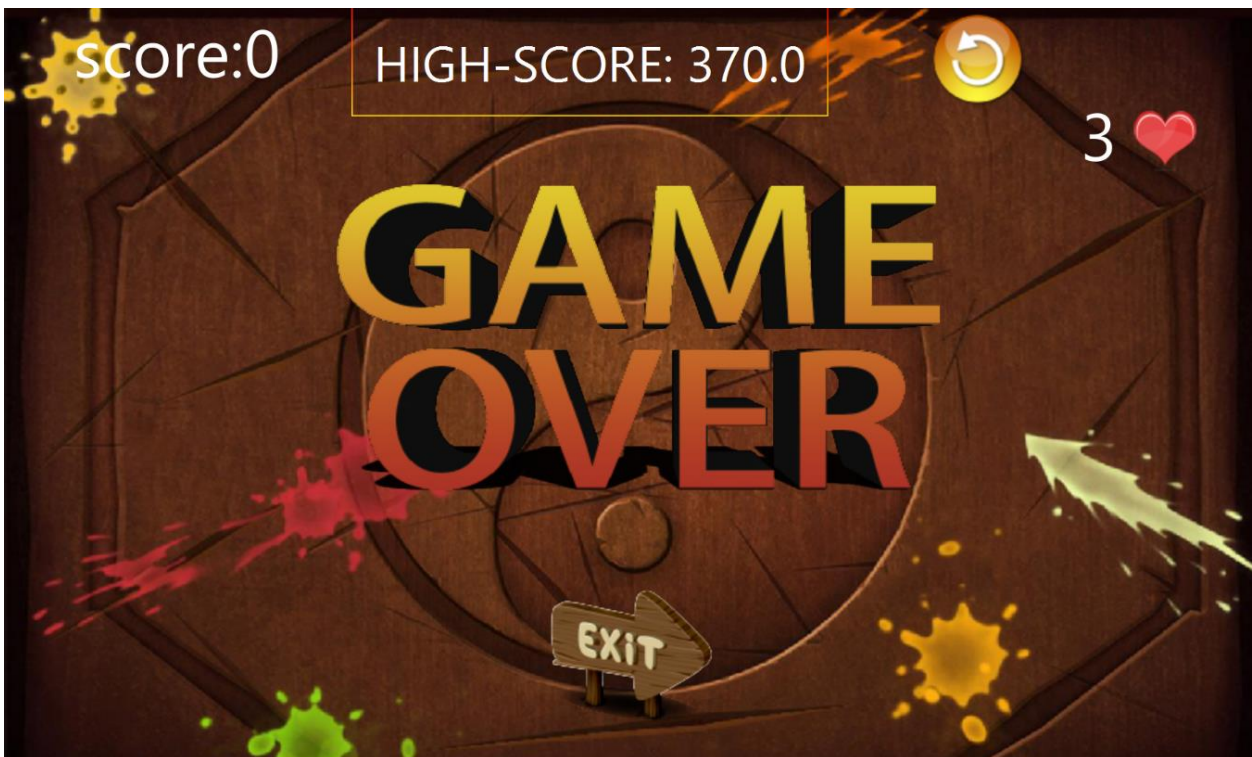


After choosing the difficulty the game starts and the timer starts to count the time for playing showing the last high score available to beat.

➤ The player starts by clicking anywhere on the screen then drag the mouse to slice the random fruits that appears on the screen, Initially they have 3 Lives and try to not lose them by: 1- dropping fruits off the screen. 2- slicing non-fatal Bombs (Red- bombs).



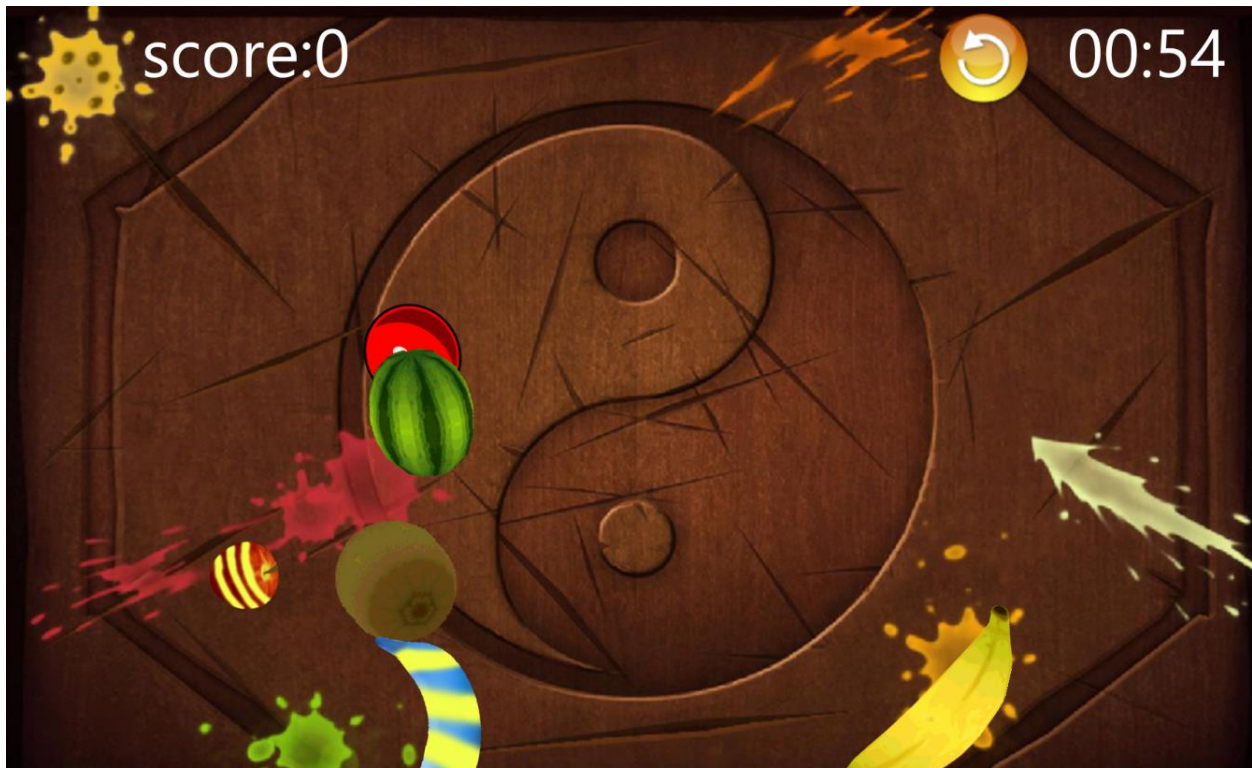
- The game ends when there's no more lives left or when slicing a Fatal bomb (Black- Bombs) showing a scene saying "GAME OVER" and an exit button to close the game .



2. The Arcade Mode:

This mode starts with a fixed time that keeps decreasing and the player has to get the best score possible in this time frame where no fatal bombs exists only fruits with ordinary points and special fruits with extra points.

The game ends after the time passes.



➤ **Design Patterns Used in the project:**

- 1- Singleton: in the controller (Actions), where there is only one instance in the whole program.
- 2- Strategy: used in setting the Arcade mode and the Classic mode.
- 3- Memento: used in the saving part for the high score.
- 4- Factory: the ObjectFactory is used to create objects of fruits and bombs from the GameObjects class.
- 5- Command: used in the reset button feature.

