

Team
MethodMen(Shaikat
Islam, Mohamed
Tamara)

APCS2 pd05

Da Flow

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ArrayList<Enemy>
badDudes

ArrayList<Powerup>
goodDudes

Pilot pilot

boolean isDead?

setup()

draw()

Game paused?

if yes, keep at
pause screen
until g is pressed

if frameRate % difficulty == 0
badDudes = new Enemy();
if frameRate % 300 == 0
goodDudes = new Powerup();

update() for Enemy
and Powerup

if either enemy touch
a wall or the player,
they dissapear.
if collision
(Player, Powerup)

Player gets powered
up temporarily

Player.numLives--
Player.Lives.pop()

Pilot methods run
Score, time and level
updated and shown
on top left of screen

if numLives == 0
Game Over

