INITIAL GOALS

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LIST OF GENERIC GRAPHIC CONCEPTS YOU WISH TO ACCOMPLISH:

Move a square with arrow keys to move to a circle that spawns at a random location on the screen to collect points

FUNCTIONAL ASPECTS:

Draw a square that will be your “character” that will be moved with the arrow keys

Draw a circle at a random location on the playing screen, the circle will be moved every time your square touches the circle

A label displaying the score will be updated when your square touches the circle

ARCHICTECTURUAL ASPECTS:

Keylistener to move an object

Border layout showing keys and points at the bottom (south) and the game above

Southern panel may use a grid layout

**Planned Steps**

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| **New incremental feature of each step** |
| **Draw a square(image) and a circle at a random location on the screen** |
| **Make the square(image) movable by arrow keys** |
| **Implement layout(s)** |
| **Include boundary checking** |
| **Make the circle move to a new random location when touched by the square(image)** |
| **Make a label in the southern sector that will update when the square(image) touches the circle** |
| **Show the keys in the southern sector, lighting up the key pressed(show the key in the southern sector only when the key is pressed)** |
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Red indicates changes to original planned steps