



## **Programming project report**

---

Name: Nour Mohamed Saiid  
ID:5296

Name :Mohamed Gamal Mohamed  
ID:5464

Name :Ziad Hossam Elzawawy  
ID:5466

Name: Esraa Yahia Mohamed  
ID: 5644

Name: Omar Radwan  
ID:6013

## Fruit Ninja Game



### Idea of the game:

In *Fruit Ninja*, the player slices fruit with a blade controlled via the mouse. As the fruit is thrown onto the screen, the player swipes their mouse on the screen to create a slicing motion, attempting to slice the fruit in half. Players must slice all fruit; if three fruits are missed, the game ends, unless the player slice a special fruit.

### Instructions to play the game:

In order to win this game the user needs to slice fruits and special fruits, when slicing each fruit the score increases, when slicing special fruit the lives increases and the score is doubled for couple of seconds. There are two types of bombs:

1-normal bomb:



when slicing this one the lives decreases by one and make a glow on screen.



2-fatal bomb:



when slicing this one the user loses the game.



The fruits in the game:



The special fruits:



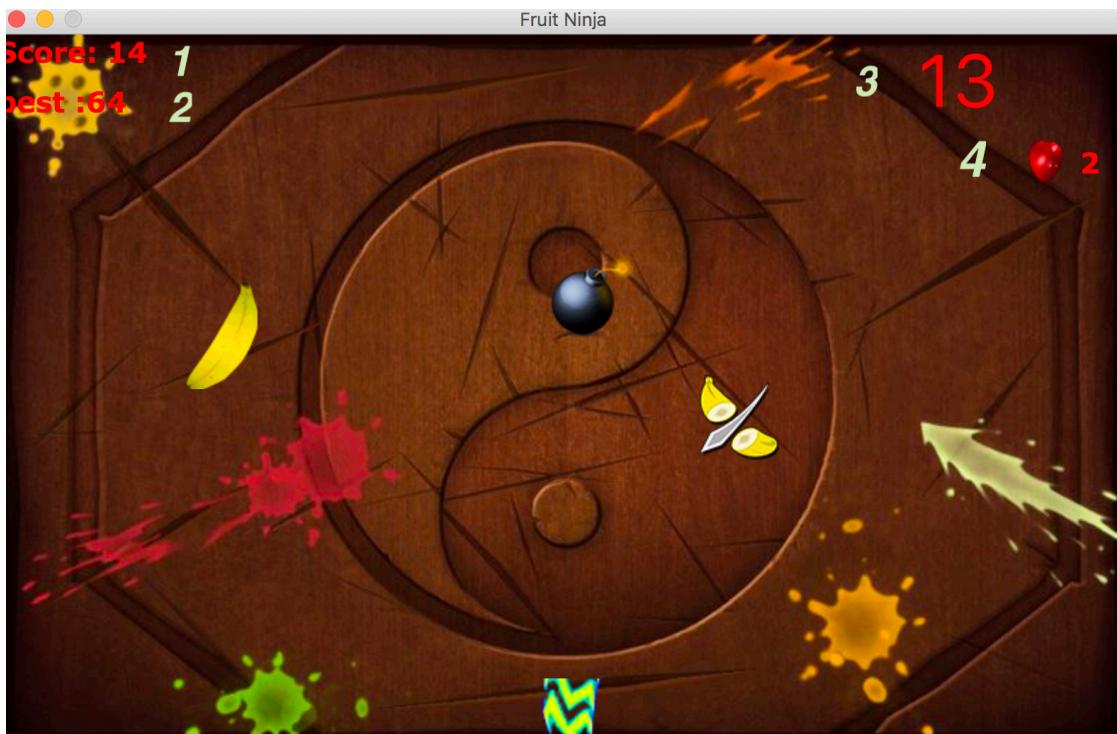
Levels in the game:

Easy level - Medium level – Hard level:



Each level differs in the speed of the fruit and bombs and the duration in which the fruit appears.

## Labels in the game:



### 1.Score Label:

The score label starts from zero, when the user slices a fruit the score increase by one, when the user slices special fruit the score is doubled.

### 2.Best Score Label:

The best score is the highest score the user gained. In each level there is a separate high score.

### 3.Timer Label:

It increases the time from 0 till the user finish playing.

### 4.lives Label:

the lives start with 3 but can increase and decrease according to the slicing, if the user slices special fruit the lives increase, if the fruit passed through the whole screen the lives decrease.