

Omar Saad Zaghloul 6317

Omar Sherif Almas 6292

Omar Sherif Khalil 6540

Mohamed Ahmed Ismail 6525

Report for Fruit Ninja Project

Game description:

There are three difficulty levels for this game: (easy-medium-hard). The user starts with an initial score of zero and slices fruits by mouse in order to increase their score. Their high score is saved on startup of the game [Fig.1.1]. There are 5 types of fruits, including 2 special types which increase the score more when sliced (yellow increases by 5 and blue increases by 10) [Fig.1.2]. Two types of bombs can make you lose the game: Fatal ends the game immediately, and dangerous makes you lose one life (out of three) [Fig.1.3]. The score is updated after every slice and you win the game when you beat your high score. [Fig.1.4]. When you lose the game, the game over screen shows and you are asked whether to play again or not.

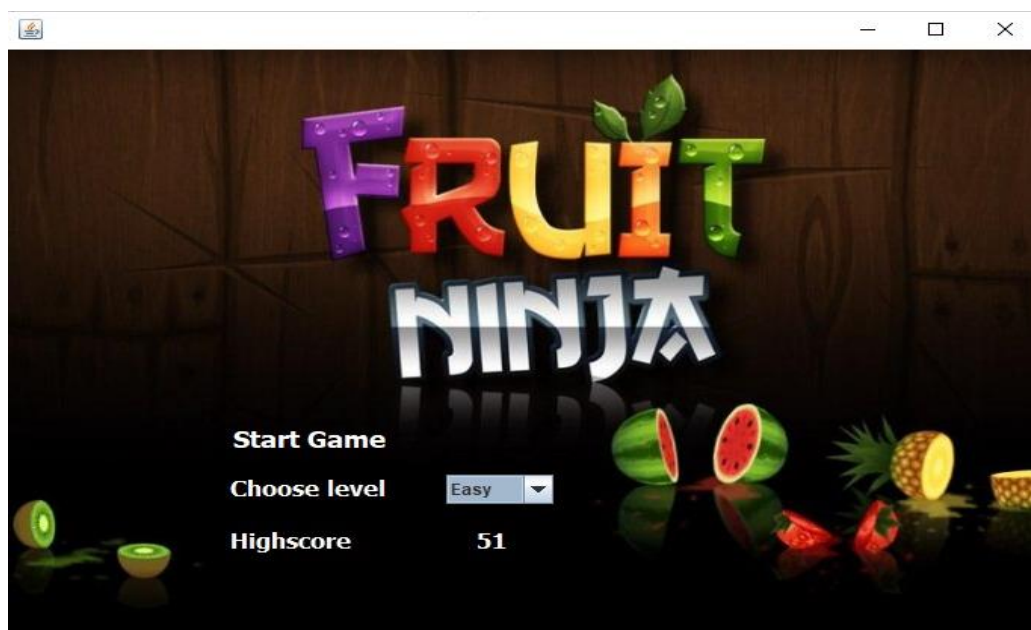


Fig.1.1 Game menu

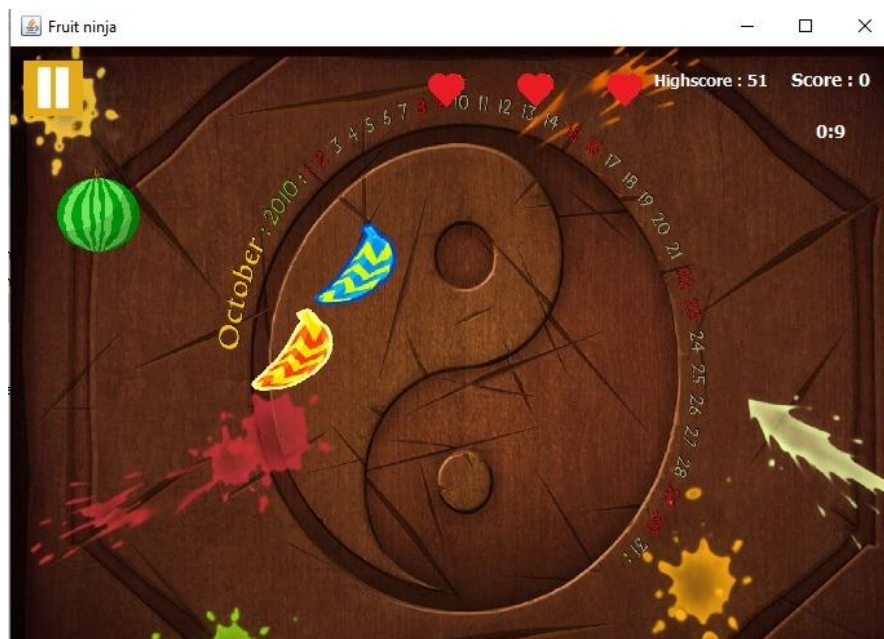


Fig.1.2. Special fruits (yellow and blue)



Fig.1.3. Fatal (left) and dangerous (right) bombs

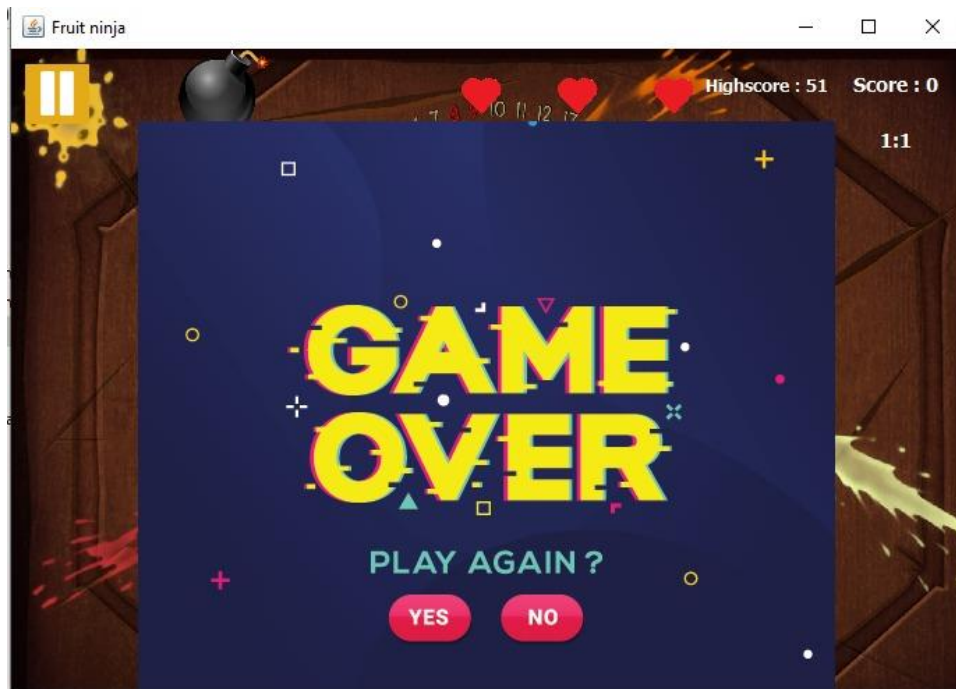


Fig.1.4. Screen after loss

User Guide:

The user must first choose the difficulty level (easy/medium/hard) before starting the game. They then start moving their mouse in slicing motion to cut fruits and increase their score. The user can pause the game anytime by clicking the icon at the top left. They keep playing until they have no lives left OR after slicing a fatal bomb.

Design patterns:

Singleton

Factory

Class diagram:

