PROIECT PAOO

Universitatea Tehnică ”Gheorghe Asachi” din Iași

Facultatea de Automatică și Calculatoare

Domeniul Calculatoare și Tehnologia Informației

Specializarea Calculatoare Tehnologia Informației

PROGRAMAREA APLICAȚIILOR ORIENTATE PE OBIECTE

PROIECT

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Candy Shoot Game

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● **Gameplay**: "Candy shoot" is a 3 level game. The player controls a spefic fruit, which is different for every level, by moving it horizontally hiting the candies. If the player hits a candy, the score increases by one. The aim is to move as fast as you can so you can reach the right score in order to win.

The game ends when the player reaches the right score, or when the player doesn't manage to hit the sweets in the time required. The player will be announced wether he won or lost the game, with specific sounds added to the final images.

● **Plot**: The main subject of this game is educational. It is a game based on healthy aliments (fruits) vs unhealthy foods (candies).

● **Levels:** The dificulty increases level by level. It means that the candies start to drop, from slow to fast. So in order to win, you must move the fruit faster and faster.

● **Score:** The score is added to the previous score. So the final score will be the sum of the all scores of those 3 levels.

● **Rules:** In order to win, you must achieve at least 40 points in the end. Losing the game means that the player hasn't shot the candy wich got to the bottom of the page.

● **Characters :** In this game, there is a fruit on each level and some "enemies", which are different candies.

● **Mechanics**: The control keys

Action	Fruit
Move to the left	Left arrow
Move to the right	Right arrow
Shoot	Space

● **Data Base:** It contains the score of each level.