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King Kong Game

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# **Introduction**

The project is titled “King Kong Game” and is based between two classic arcade games, Space Invaders and Defender. The idea was to put a Space Invaders style game on its side like Defender with a fighter plane and monkey instead of domestic and alien spaceships alike to the King Kong film where the planes are shooting at Kong on the top of the tower. The principle seemed relatively simple to engineer. We needed our plane to shoot at Kong whilst Kong was also throwing bananas at the plane. This meant that the plane also needed to be able to dodge the incoming projectiles. The game increases with difficulty each time a level is completed by increasing the number and speed at which Kong throws the bananas.

# **Background**

# **Design and Planning**

From the problem statement mentioned in the Introduction, the use of Object-Oriented Programming (OOP) seemed quite clear to use in this project. The idea of the plane and Kong being objects that have very similar methods and attributes meant that they would belong to the same class and thus our architecture for this project was selected. Jonny spent the week learning a bit more about how OOP worked and understanding key concepts such as polymorphism, abstraction and inheritance whilst Jake got to work laying the foundations of the code. In the following week, we both

# **Results**

# **Conclusion**

# **Peer Review**

# References

**There are no sources in the current document.**