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S1316257

Computer Games Software Development

I confirm that the code contained in this file (other than provided or authorised) is all my own work and has not been submitted elsewhere in fulfilment of this or any other award.

The code used to generate this game was developed using the code provided in the labs. When the game starts a certain number of objects are spawned and the player has to catch as many as they can.

When the player presses space a pirate reaches out of the boat to grab the treasure. Catching it in this way causes the players score to be increased by 100.

The players movement increases as they move in a particular direction either left or right. When pressing the space bar the boat to come to a halt making for more interesting game-play.

At the beginning of the game a number of catchable items drop from the sky. More can be spawned in for catching by the player pressing the down key.