

Documentation for Java Game

High Score Table

I have implemented a high score table in my game, for when the player has completed or has died when progressing through the game. This will result in a pop up window to allow the player to enter their name. This can then be viewed by clicking the leader board button on the side of the game which displays the player name, score and the level (which was not included in the original code) in which they have completed or have died. To improve this high score, I have made it so that not all the people who have played the game are displayed and only the top five so I have created an ArrayList which orders the leader board by the scores and used an if statement to only show the top five.

When making the high score I had problems with the table updating, which ended up being the result of me having multiple constructors in the same class and only one of the constructors being called at once in the HighScoreWriter.java file. Another problem I encountered when making the high score is how the file was being written and read is the file as it was being formatted incorrectly, which I then corrected by adding a new line to each player being recorded.

Sound

I have implemented a unique background sound in each of my levels, to make each level more different than the visual difference in the levels. With this I have also added in various pick up sounds and collisions sound to my obstacles when contact is made between the player body and object. To add to this I have added sound effects to my player's movement when they are jumping.

When implementing the background sound, I noticed that some of my sound clips were too short, this required me to do some research on how to extend this music and needed to be looped. These sounds assist in the overall atmosphere of the game as the music builds up pace in the game.

About my game

I believe I should score highly in this milestone as not only have I implemented sound and a high score table into my game, I have used basic forms of AI to move enemy character back and forth using the step listener. Along with this I have improved my GUI in my game by implementing a main menu with a start and quit button, which I believe makes the game more professional, and a realistic looking flash game. Along with this I have a side menu while playing the game in which the player can perform other functions for the game such as skipping levels or restarting the game.