Fish on the hunt

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Fish on the hunt the game:

This game is about a lonely fish in the middle of the sea, hungry and starving alone trying to find food. In the middle of that he is faced with avoiding the piranhas which are in his way and they found him they will eat.

The goal for the fish is to make sure he can eat all the shrimps before the piranhas can get to him.

Coding behind the game

This idea came to us through trial and error and that and we decided to come up with this game as we was at our local fish and chip shop so we thought why not. (whos doesn't like fish).

In this game we have decided to use some super class such mover and enemy to place our coding for the movement of the characters within the game

We also have a basic class which is the actor class which are the blocks in the game and the fishes food

Did we come across any issue

Whilst making the game we came across small issue that we managed to fix such as the position of the block to create the maze through game was rather difficult and we had to find ways to figure the where should we have placed the blocks.

Also making the player move was an issue we had to overcome as we had to find new methods in order to make the player move how we imaged it

What we can improve on in the game

There is a number of ways this game could had towards one such way is for us to add a time limit within the game so players will not take forever to play and make the game more exciting.

Anything we could would be power ups so when the main player picks up these power ups it would allow for them to increase their speed or gain an extra points within the game

Lesson we learnt

- Time management
- Organisational skills
- Communcation skills
- Overall understanding of java

The end