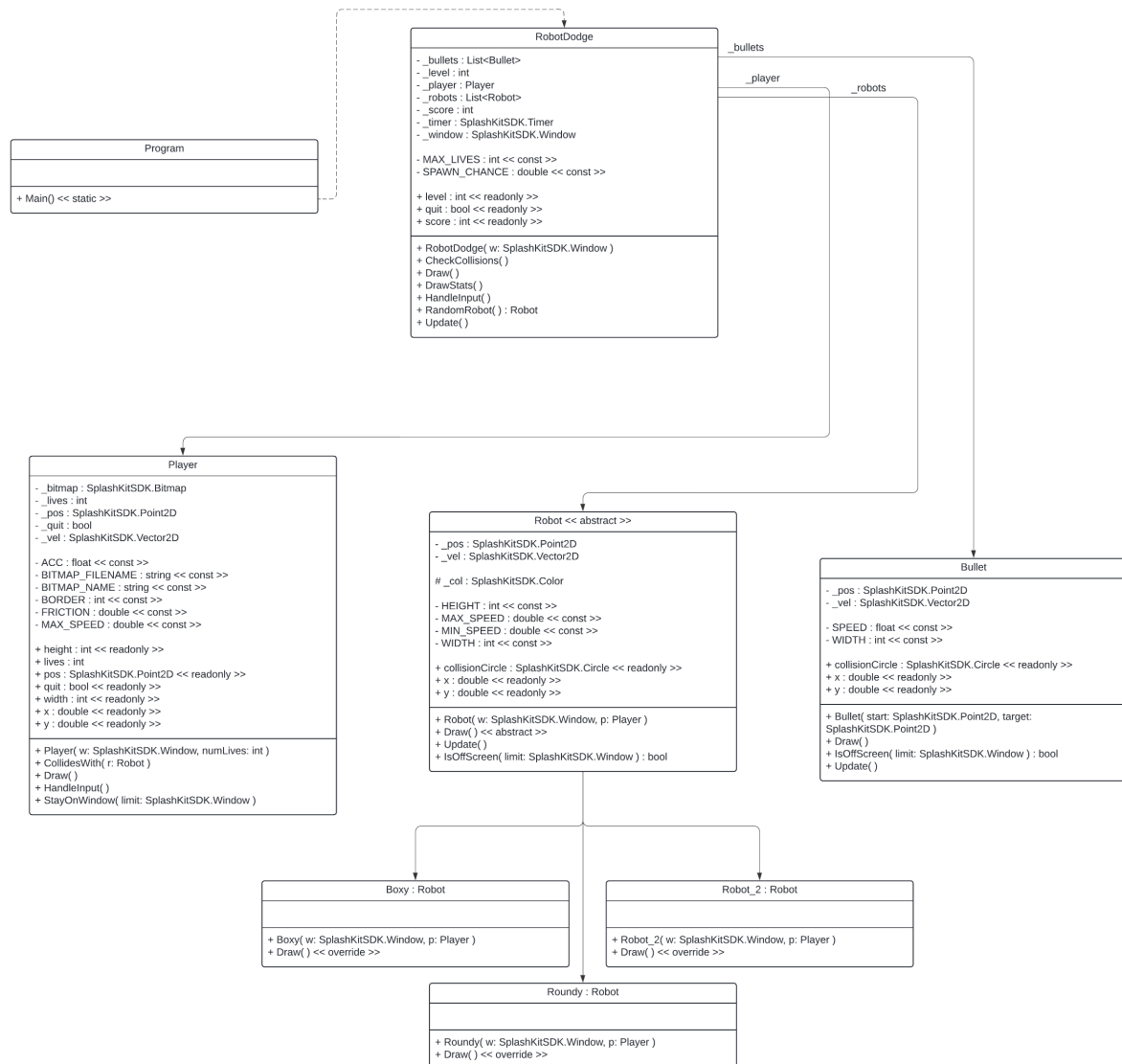


6.2 - Robot Dodge Changes

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Bullet Design

Bullets contain a current position, and a velocity, similar to the design of the Robot objects. They are created by being given the player position (where they will spawn from), and the mouse position (where they will be shot at). They then move along the given trajectory until they hit either the edge of the map, or a robot.

To check if a bullet has hit a robot, I go through all current robots in the game, and then for each I check it against each existing bullet to see if it has collided. If they collided, delete both the bullet and robot. If not, keep checking.

Levels

I added levels into the game to add some additional challenges. Instead of having a set spawning chance (SPAWN_CHANCE), every 5 seconds the level will increase (`_level`). This will increase the spawn chance, and hence increase the difficulty of the game.

Scoring

Scoring occurs every second, as required. At the end of the game, a printout of the player's level and score is shown in the console.