Soft Uni

Java Fundamentals Course

Team “Dallas”

Members: Iliya Naydenov, Ivaylo Hristov, Plamen Koynov, Tihomir Dimov

Game Title – Bulgarian Traffic

Gameplay: User drives a car on a very busy highway, trying to avoid other cars. The goal is to gain as much as possible points by overtaking and avoiding collisions with the other cars. At the beginning, user stars the game with total number of 5 lives. Each collision with another car takes a live from the user. Game ends when the number of lives reached zero.

Technical background: AWT API, GUI

Game structure:

Const.java – Holds all global constants from the game. Contributos: Plamen, Tihomir

Launcher.java – Launches the game. Contributors: Iliya, Plamen

Assets.java – Creates player and enemy cars, Contributors: Iliya

Road.java – Create road, Contributors: Iliya

Display.java – Creates the game canvas and window. Contributors: Iliya, Plamen

gfx.java -

Player.java – Defines player behavior, calculates score and lives left. Contributors: Iliya, Plament, Tihomir

SpriteSheet.java – Load graphics spritesheet. Contributors: Iliya

Enemy.java – Defines enemies behavior. Contirbutors: Iliya, Plamen, Tihomir

Game.java – Main game class. Holds the tick() and render() methods. Contributors: Ivo, Iliya, Plamen, Tihomir

Menu.java – Creates the main menu. Contributors: Ivo, Plamen

InputHandler.java – Manager the game controls. Controbutors: Plamen

StateManager.java – To be developed

State.java – To be developed

GameState.java - To be developed