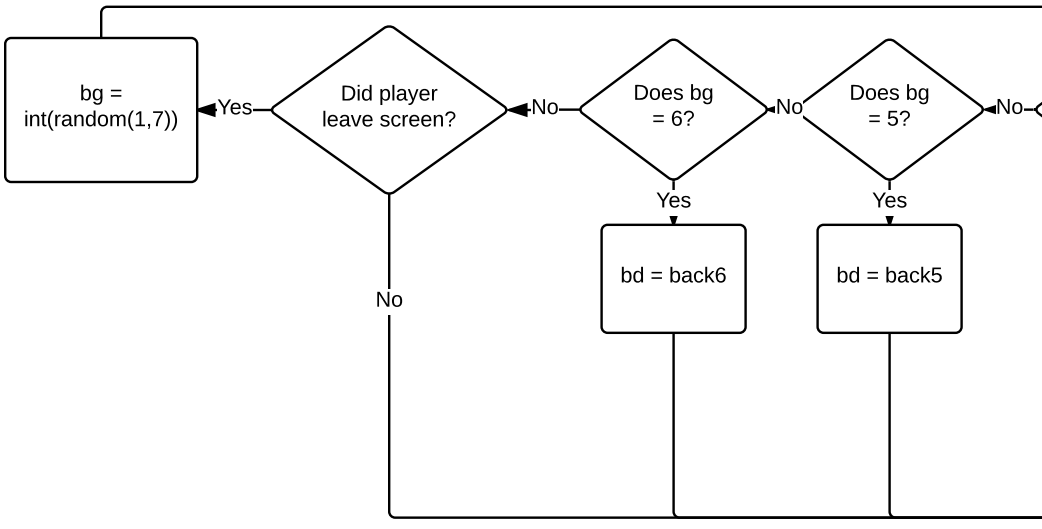
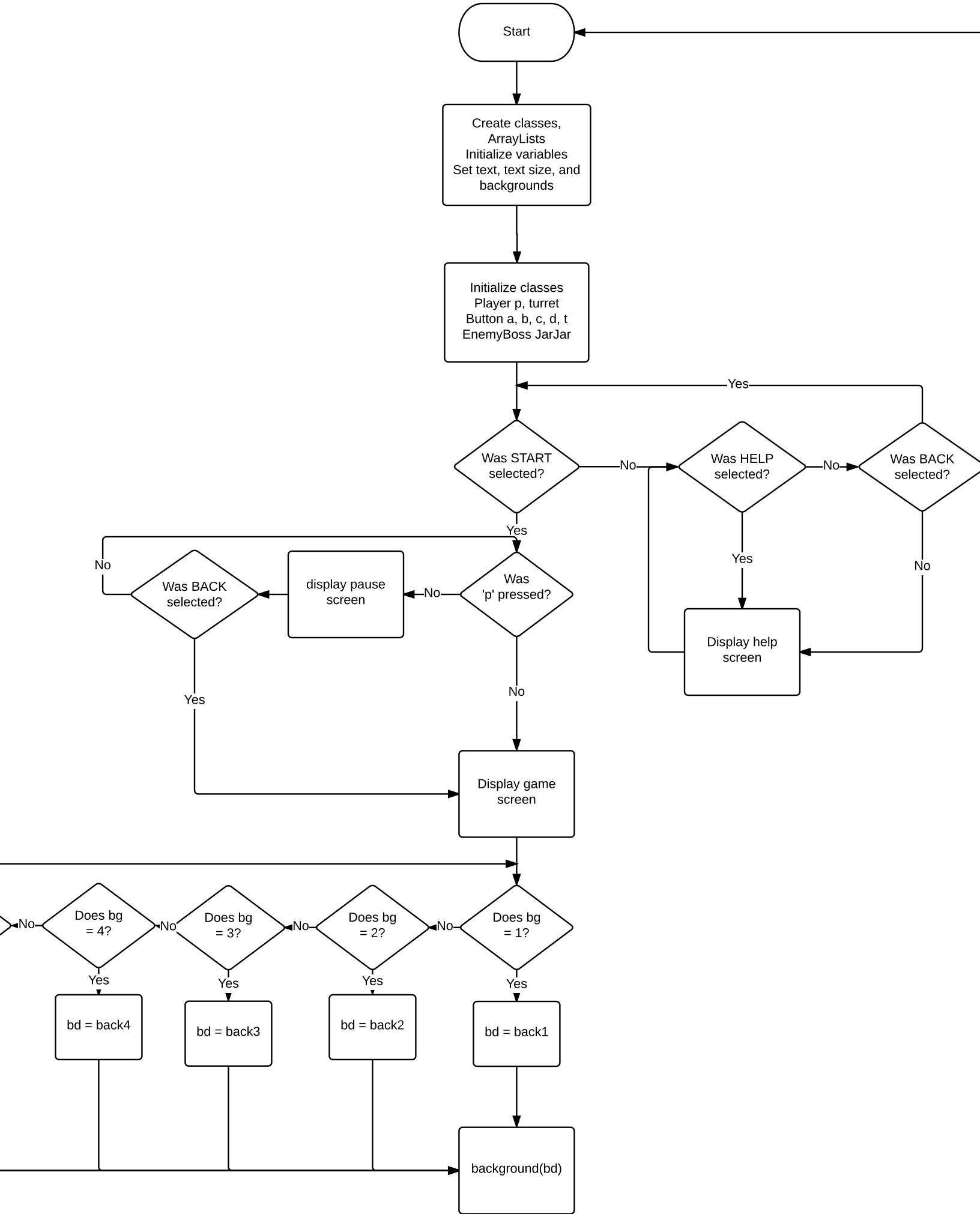
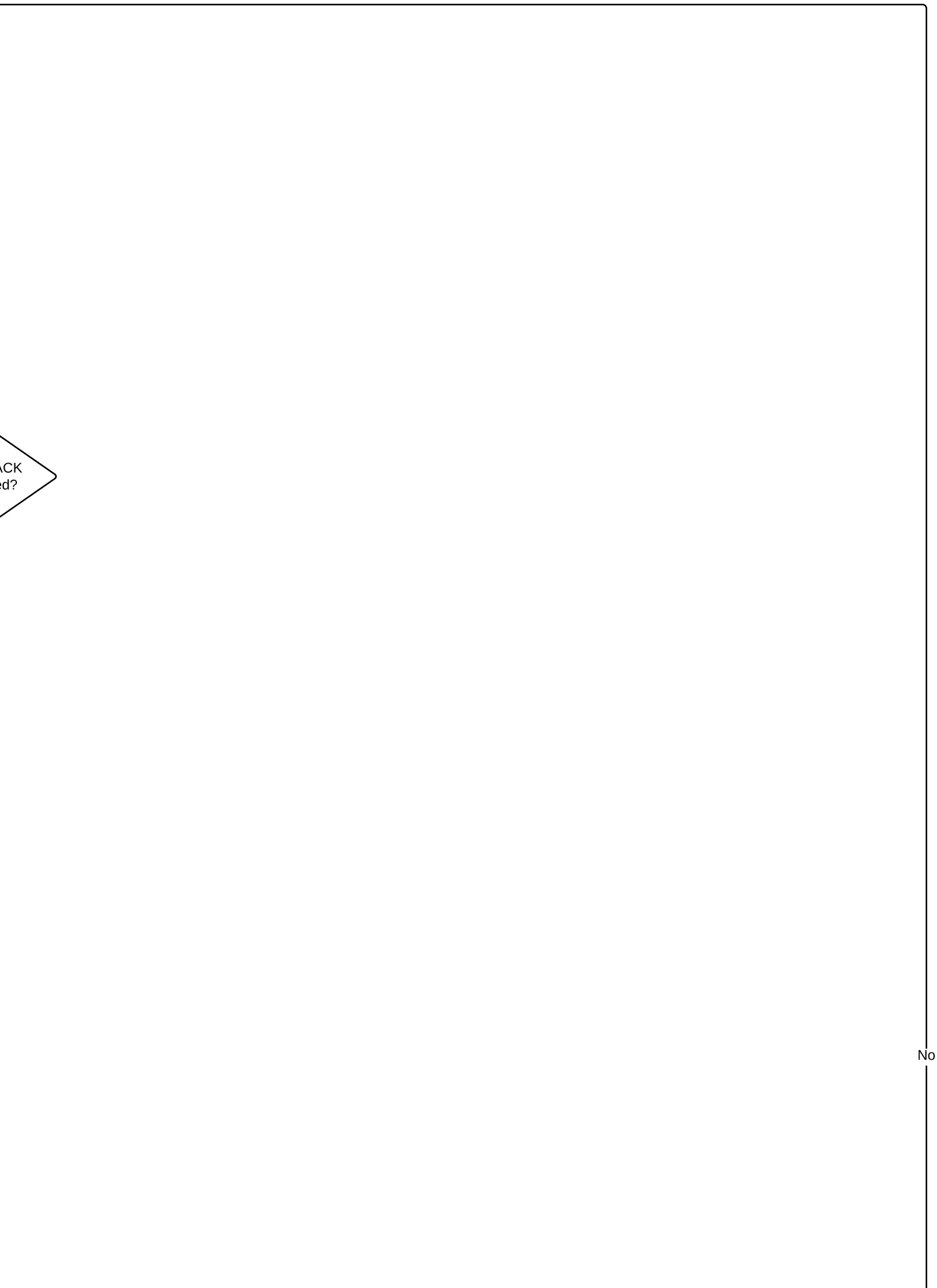
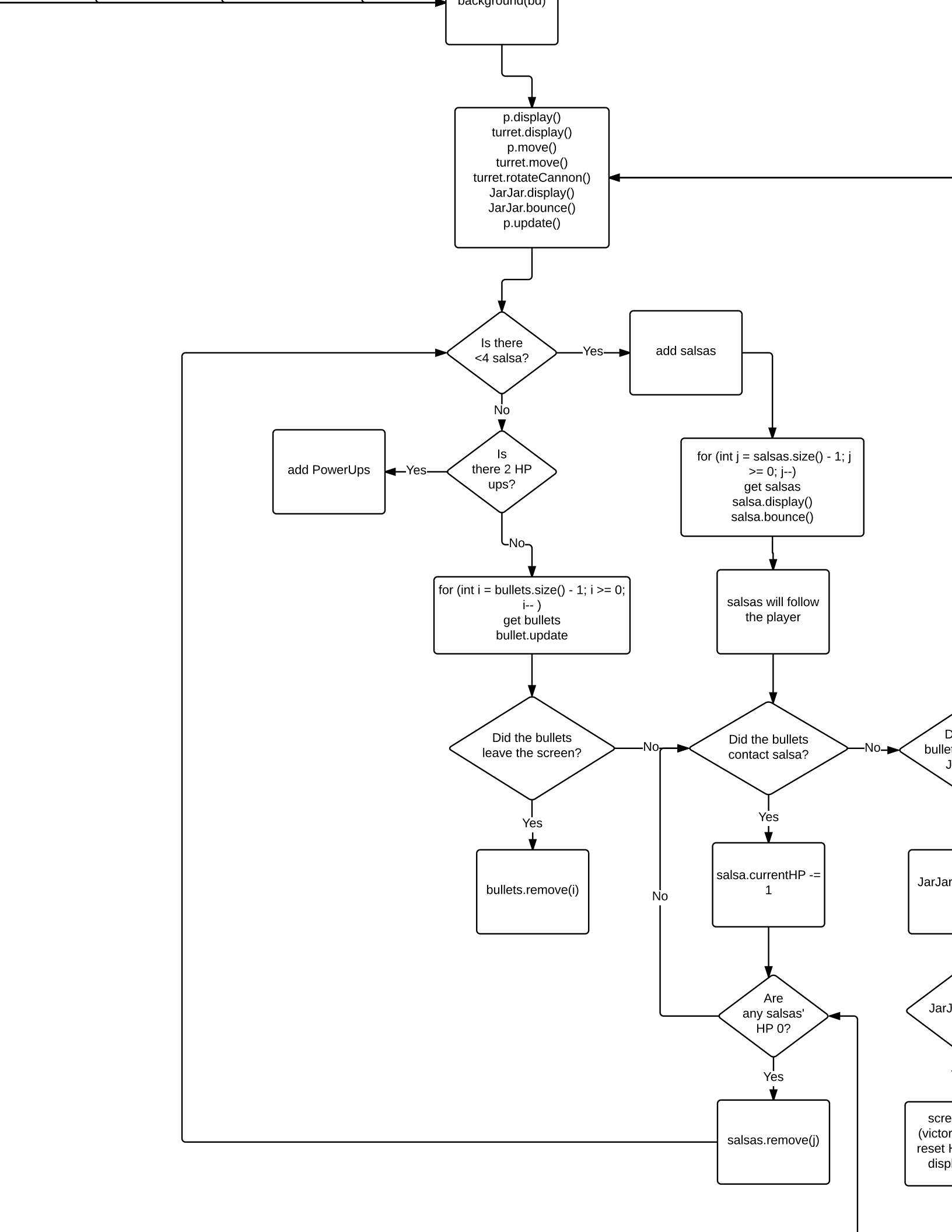
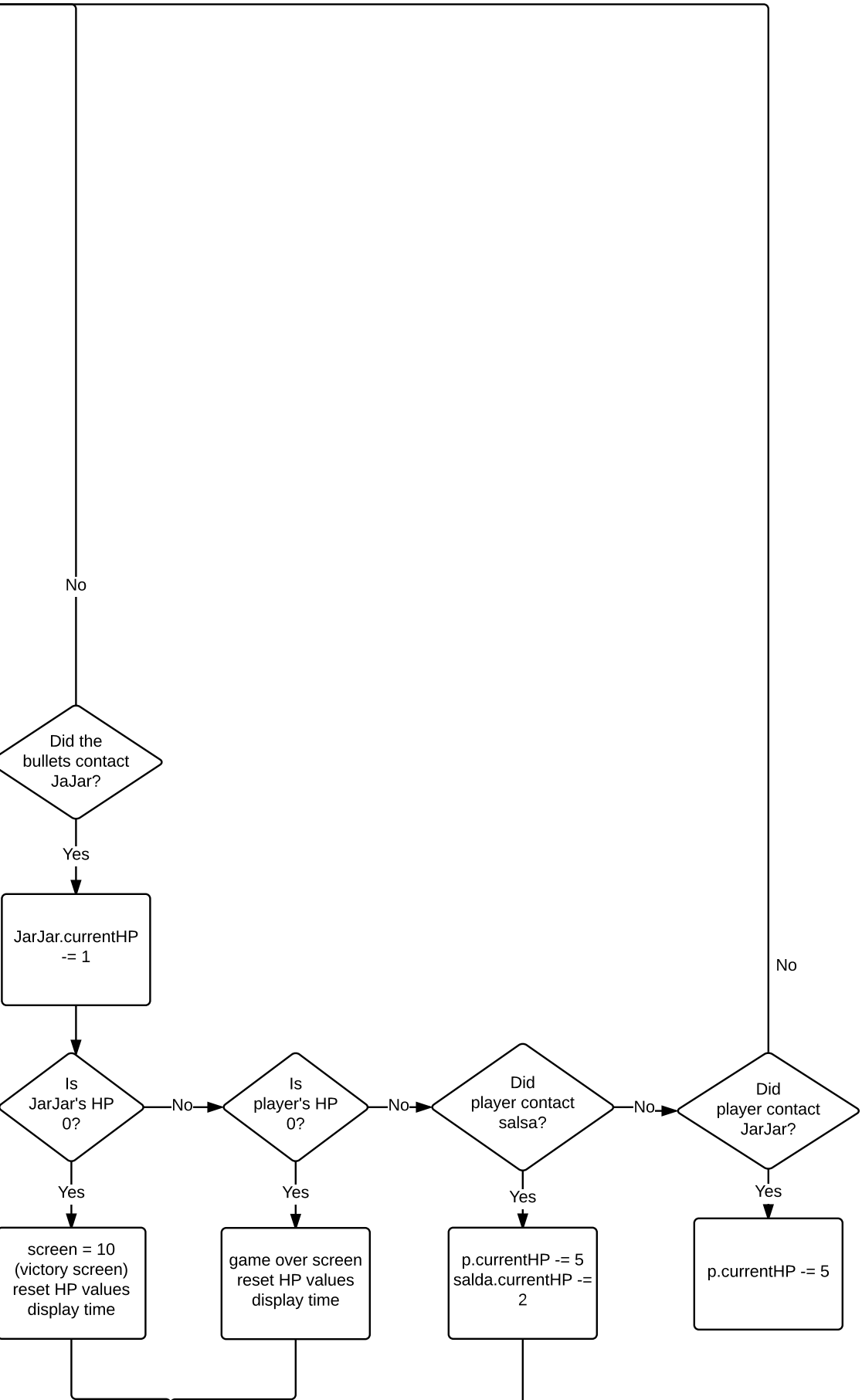
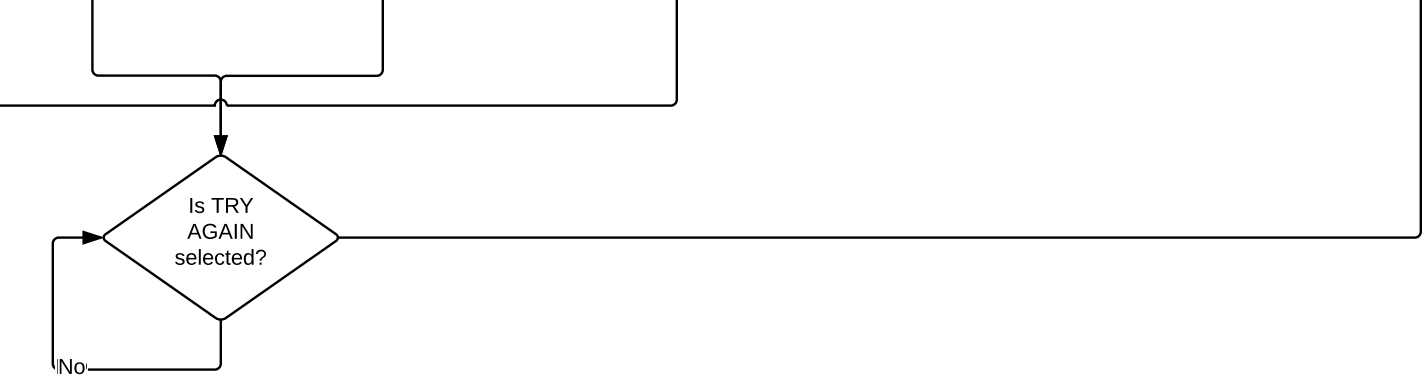

bg =
int(random(1,7))
Yes
Did player
leave screen?
No
Does bg
= 6?
No
Does bg
= 5?
No
Yes
bd = back6
Yes
bd = back5
No

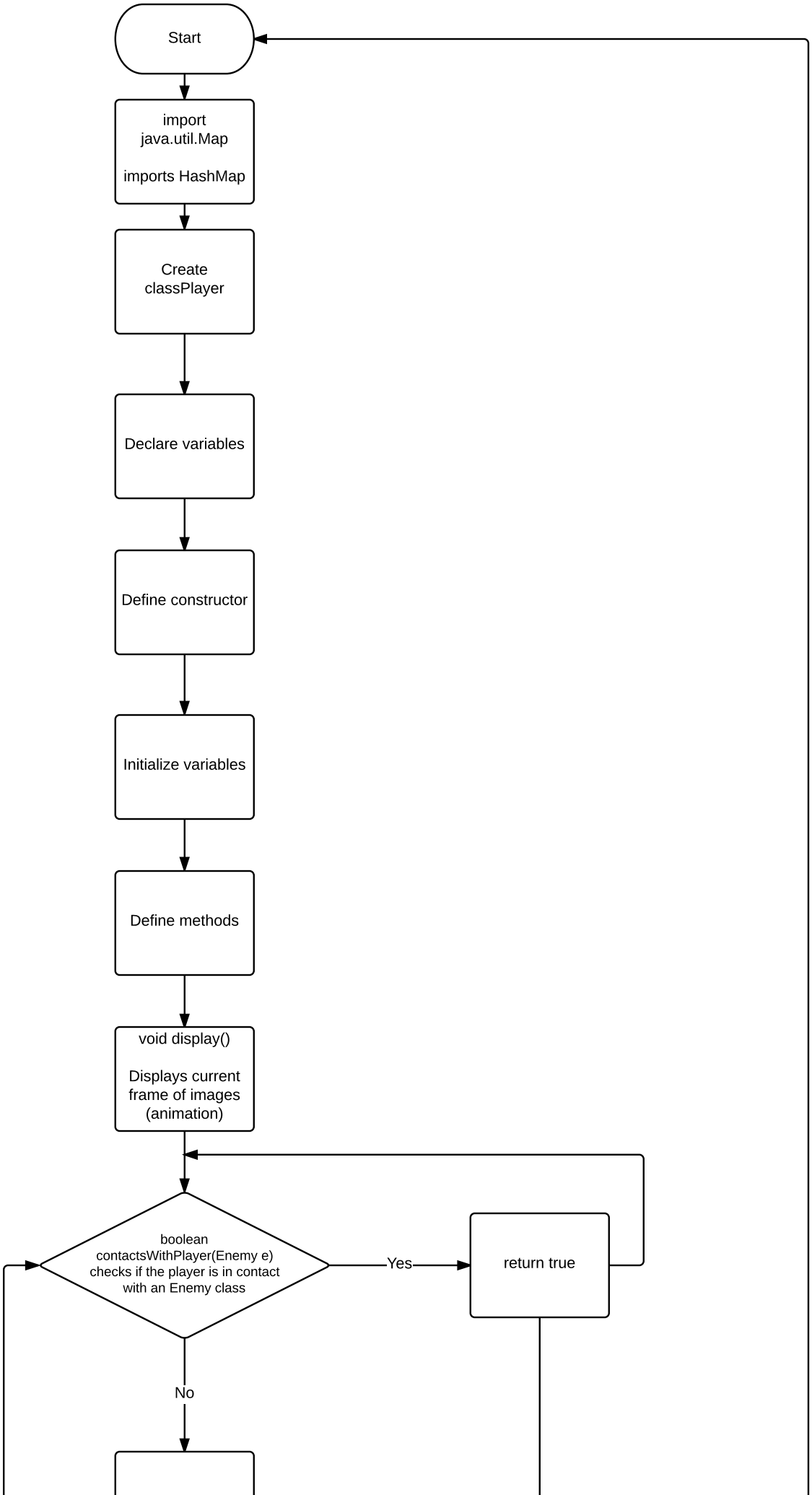

Start
Create classes,
ArrayLists
Initialize variables
Set text, text size, and
backgrounds
Initialize classes
Player p, turret
Button a, b, c, d, t
EnemyBoss JarJar
Was START
selected?
No
Was HELP
selected?
No
Was BACK
selected?
Yes
Yes
Yes
No
No
Was BACK
selected?
display pause
screen
No
Was
'p' pressed?
Display help
screen
Yes
No
Display game
screen
No
Does bg
= 4?
No
Does bg
= 3?
No
Does bg
= 2?
No
Does bg
= 1?
Yes
Yes
Yes
Yes
bd = back4
bd = back3
bd = back2
bd = back1
background(bd)

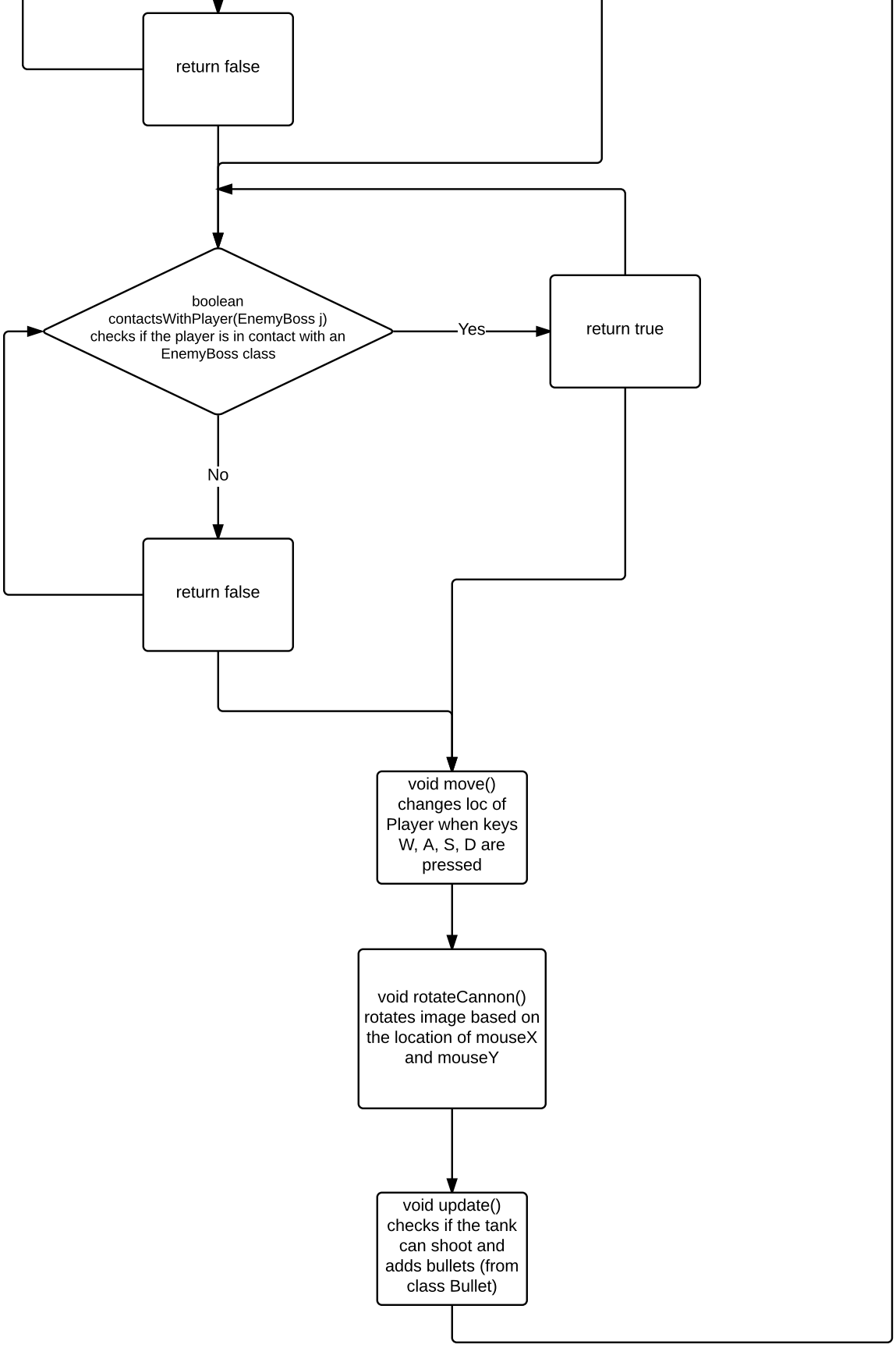

ACK
ed?
No

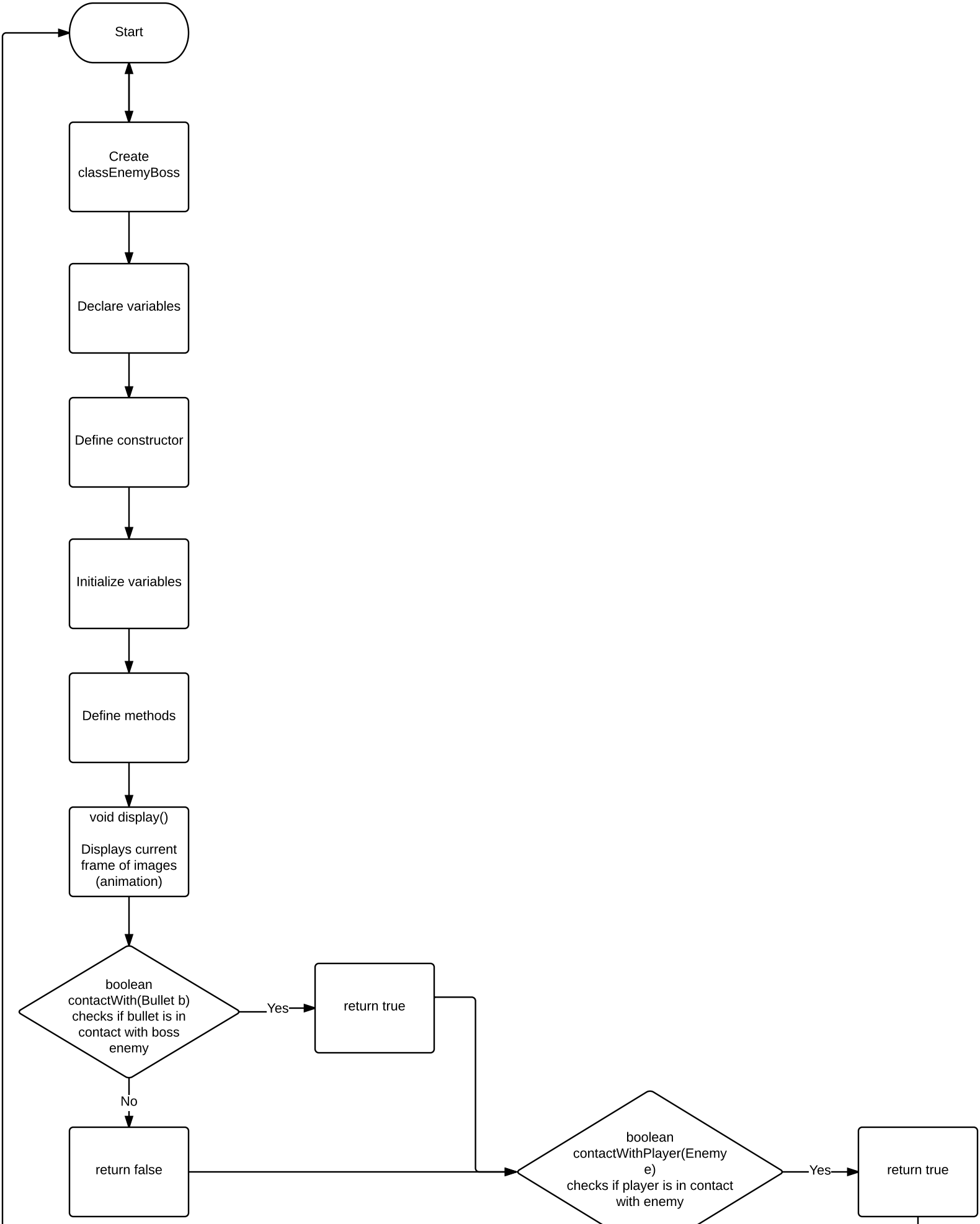

background(bd)
p.display()
turret.display()
p.move()
turret.move()
turret.rotateCannon()
JarJar.display()
JarJar.bounce()
p.update()
Is there <4 salsa?
Yes
add salsas
No
Is there 2 HP ups?
Yes
add PowerUps
No
for (int j = salsas.size() - 1; j >= 0; j--)
get salsas
salsa.display()
salsa.bounce()
for (int i = bullets.size() - 1; i >= 0; i--)
get bullets
bullet.update
salsas will follow the player
Did the bullets leave the screen?
No
Yes
bullets.remove(i)
Did the bullets contact salsa?
No
Yes
salsa.currentHP -= 1
No
Are any salsas' HP 0?
Yes
salsas.remove(j)

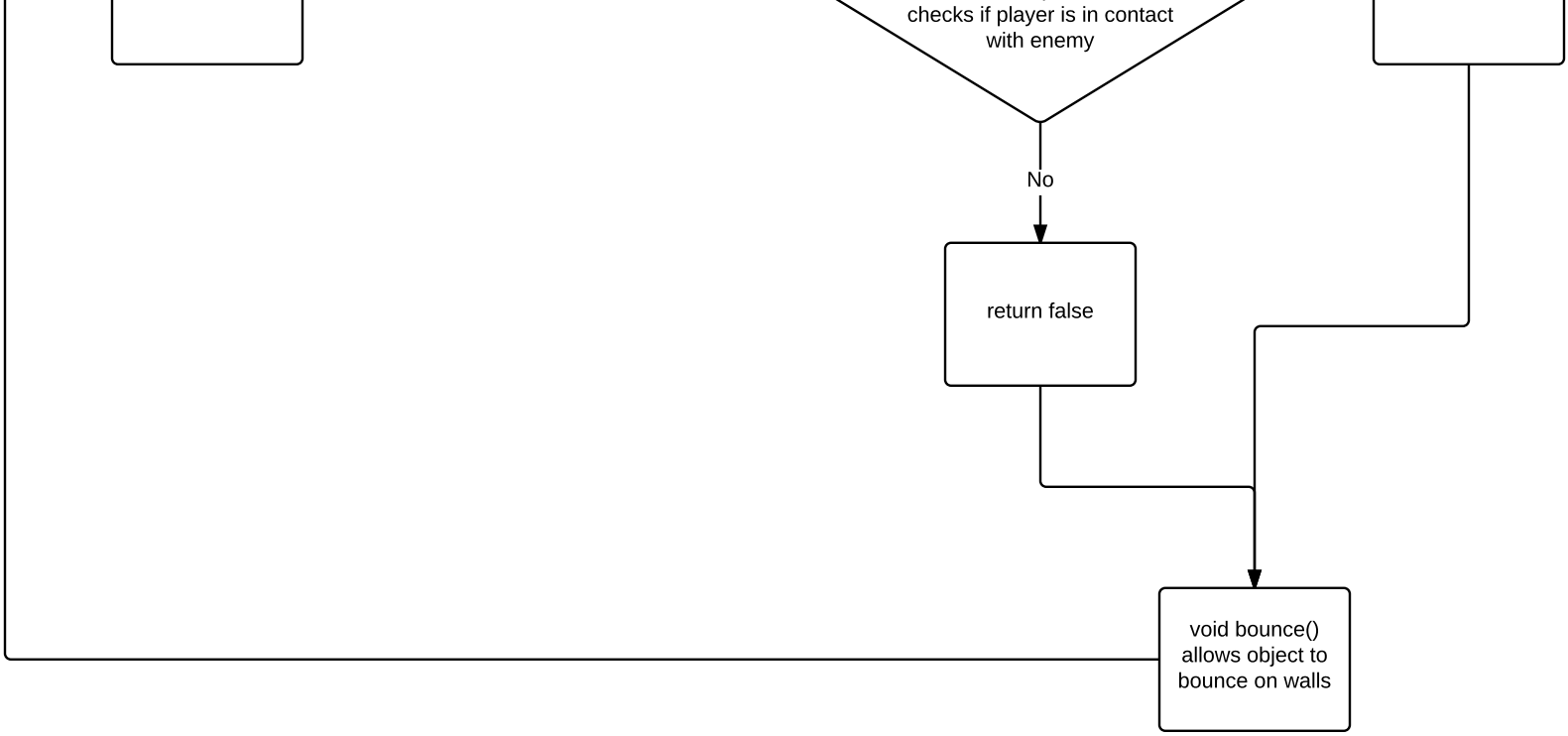

No
Did the bullets contact JaJar?
Yes
JarJar.currentHP -= 1
Is JarJar's HP 0?
No
Is player's HP 0?
No
Did player contact salsa?
No
Did player contact JarJar?
No
Yes
Yes
Yes
Yes
screen = 10 (victory screen) reset HP values display time
game over screen reset HP values display time
p.currentHP -= 5 salda.currentHP -= 2
p.currentHP -= 5

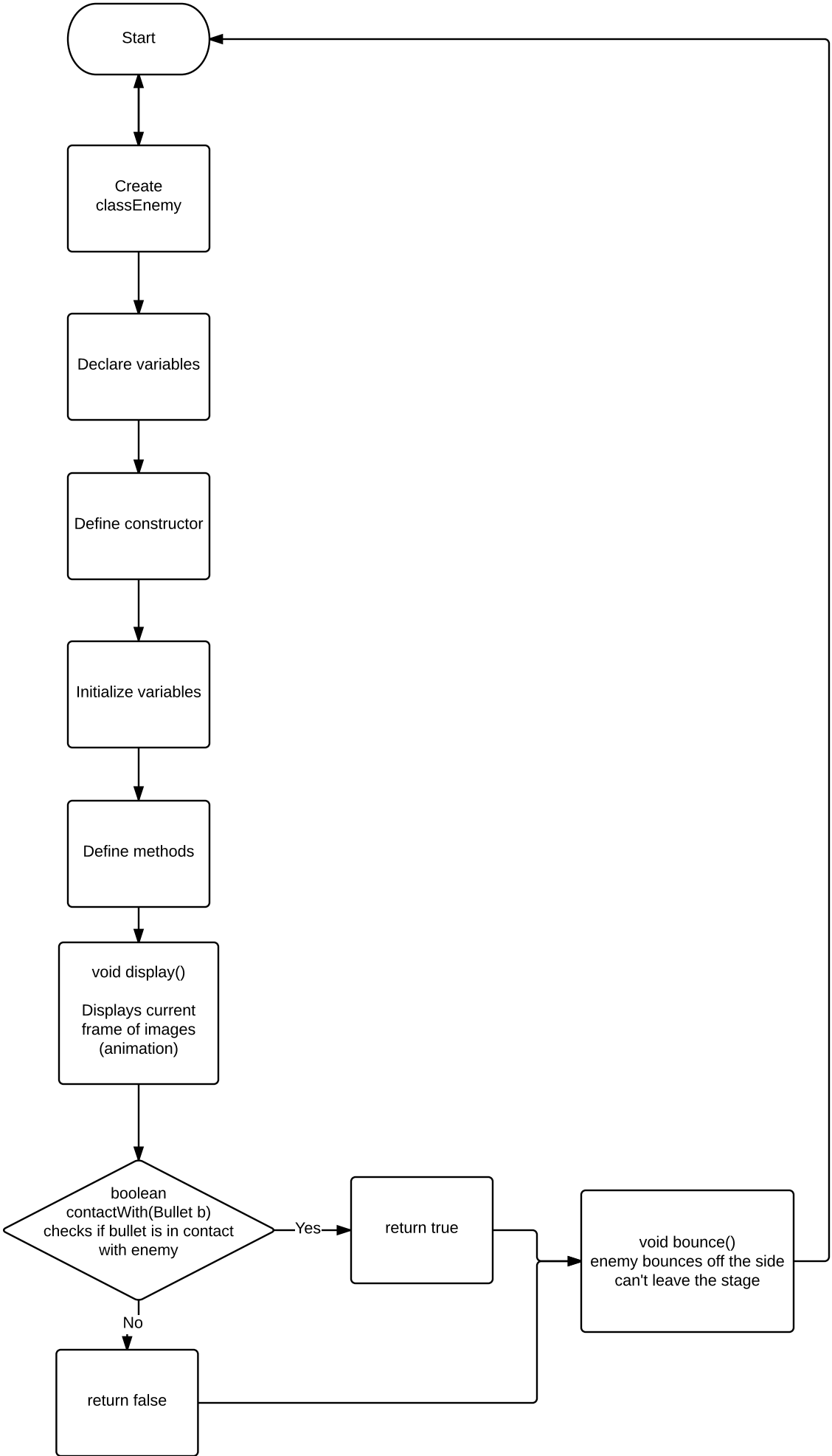

Is TRY
AGAIN
selected?
No

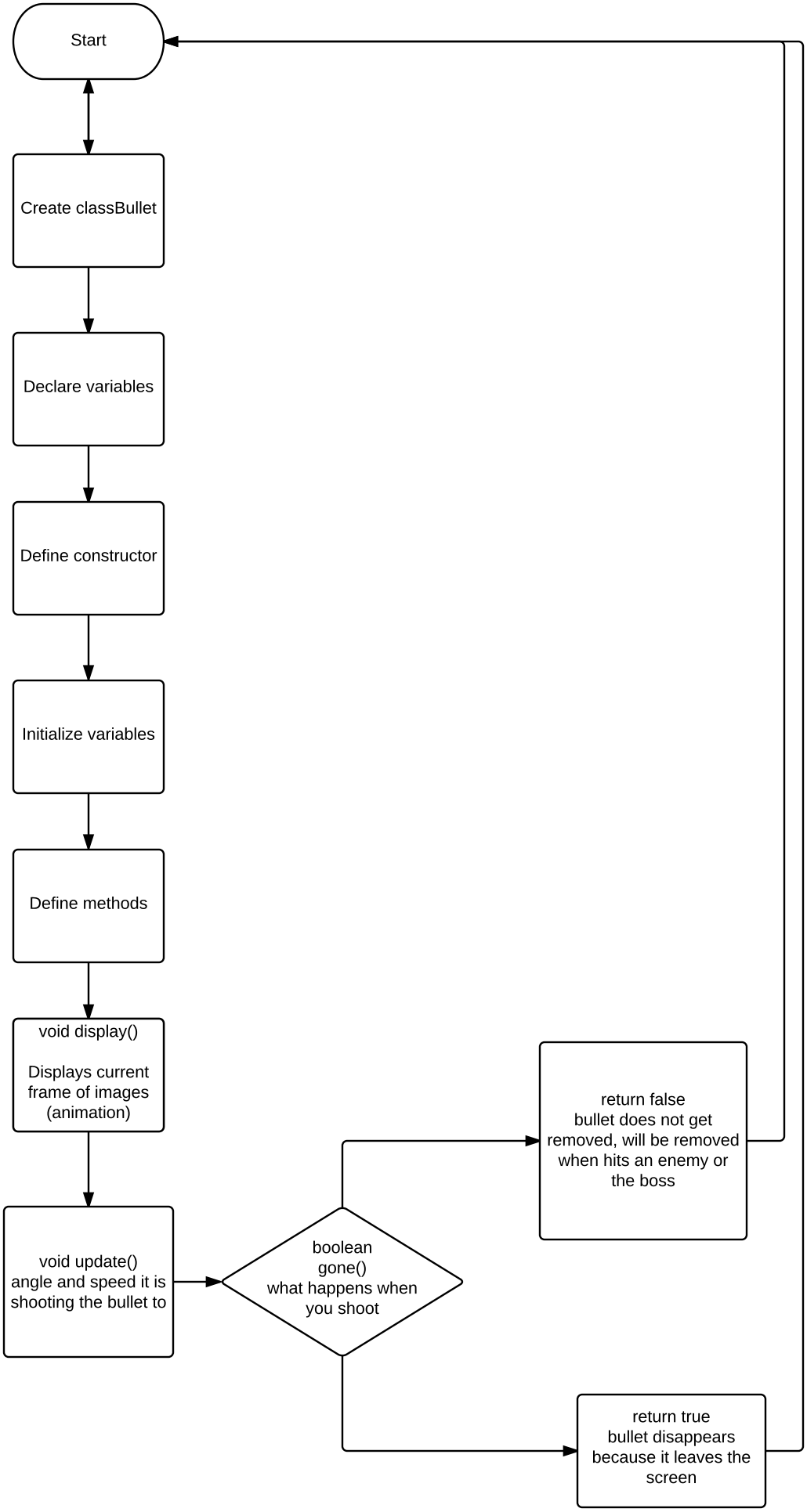

Start
import
java.util.Map
imports HashMap
Create
classPlayer
Declare variables
Define constructor
Initialize variables
Define methods
void display()
Displays current
frame of images
(animation)
boolean
contactsWithPlayer(Enemy e)
checks if the player is in contact
with an Enemy class
Yes
return true
No

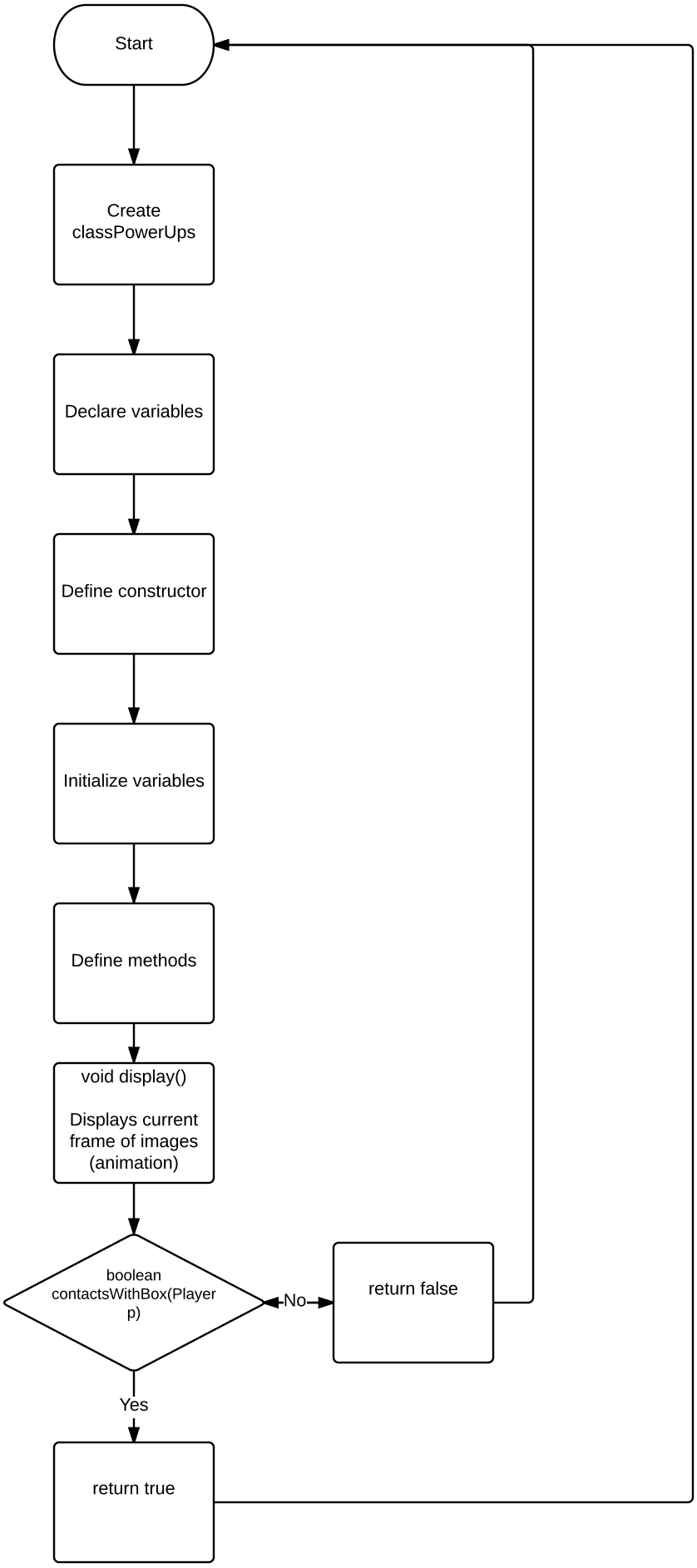

return false
boolean
contactsWithPlayer(EnemyBoss j)
checks if the player is in contact with an
EnemyBoss class
Yes
return true
No
return false
void move()
changes loc of
Player when keys
W, A, S, D are
pressed
void rotateCannon()
rotates image based on
the location of mouseX
and mouseY
void update()
checks if the tank
can shoot and
adds bullets (from
class Bullet)

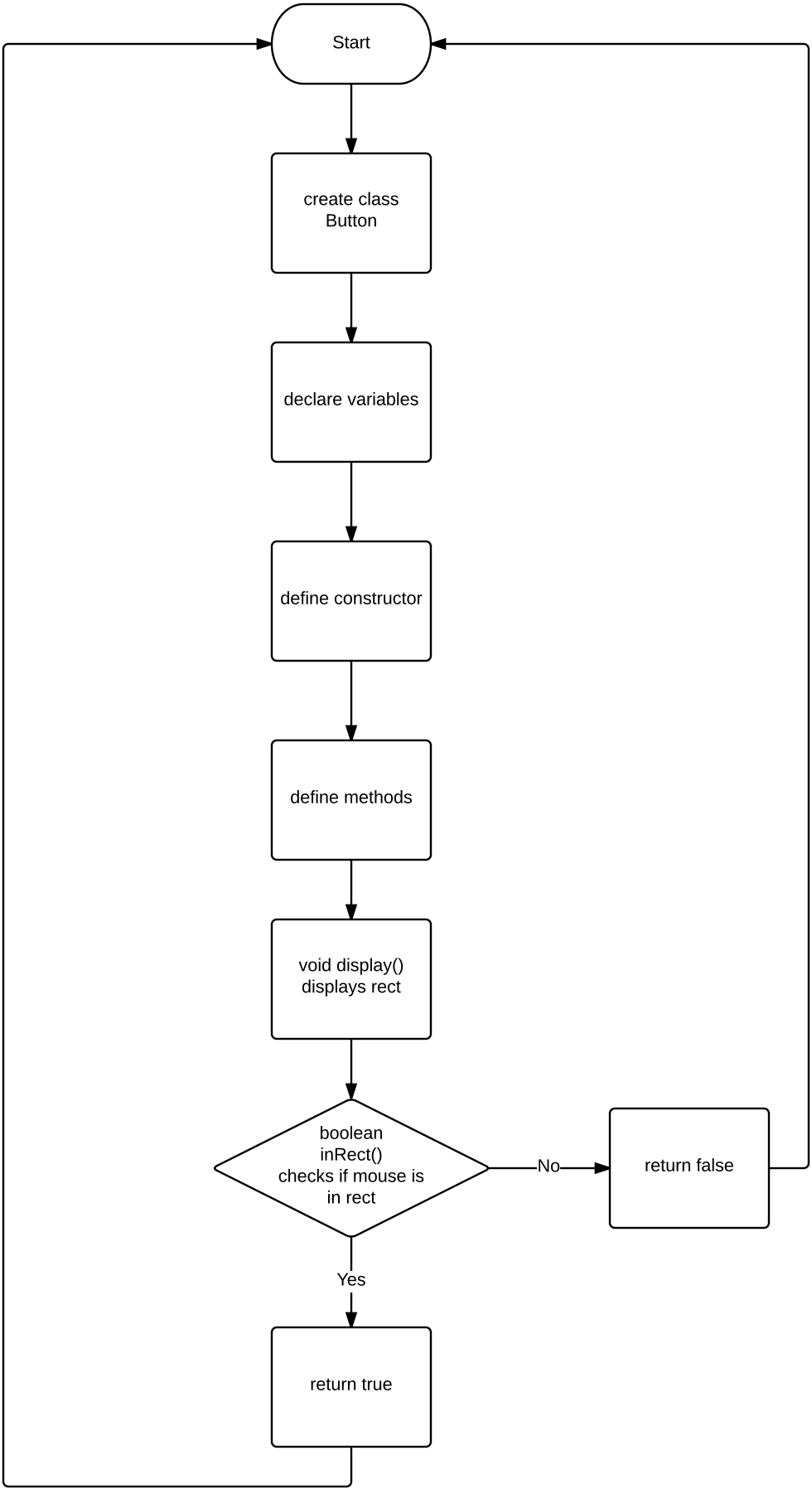

Start
Create classEnemyBoss
Declare variables
Define constructor
Initialize variables
Define methods
void display()
Displays current frame of images (animation)
boolean contactWith(Bullet b) checks if bullet is in contact with boss enemy
Yes
return true
No
return false
boolean contactWithPlayer(Enemy e) checks if player is in contact with enemy
Yes
return true


checks if player is in contact with enemy
No
return false
void bounce() allows object to bounce on walls


Start
Create classEnemy
Declare variables
Define constructor
Initialize variables
Define methods
void display()
Displays current frame of images (animation)
boolean contactWith(Bullet b)
checks if bullet is in contact with enemy
Yes
return true
No
return false
void bounce()
enemy bounces off the side
can't leave the stage


Start
Create classBullet
Declare variables
Define constructor
Initialize variables
Define methods
void display()
Displays current frame of images (animation)
void update()
angle and speed it is shooting the bullet to
boolean
gone()
what happens when you shoot
return false
bullet does not get removed, will be removed when hits an enemy or the boss
return true
bullet disappears because it leaves the screen


Start
Create classPowerUps
Declare variables
Define constructor
Initialize variables
Define methods
void display()
Displays current frame of images (animation)
boolean contactsWithBox(Player p)
No
return false
Yes
return true


Start
create class
Button
declare variables
define constructor
define methods
void display()
displays rect
boolean
inRect()
checks if mouse is
in rect
No
return false
Yes
return true