CS 175 | Scripting Languages
Programming Assignment 5

This assignment is about making a small game using Box2D. The estimated time for completion is about five to six hours.

Details

GamePlay Details:
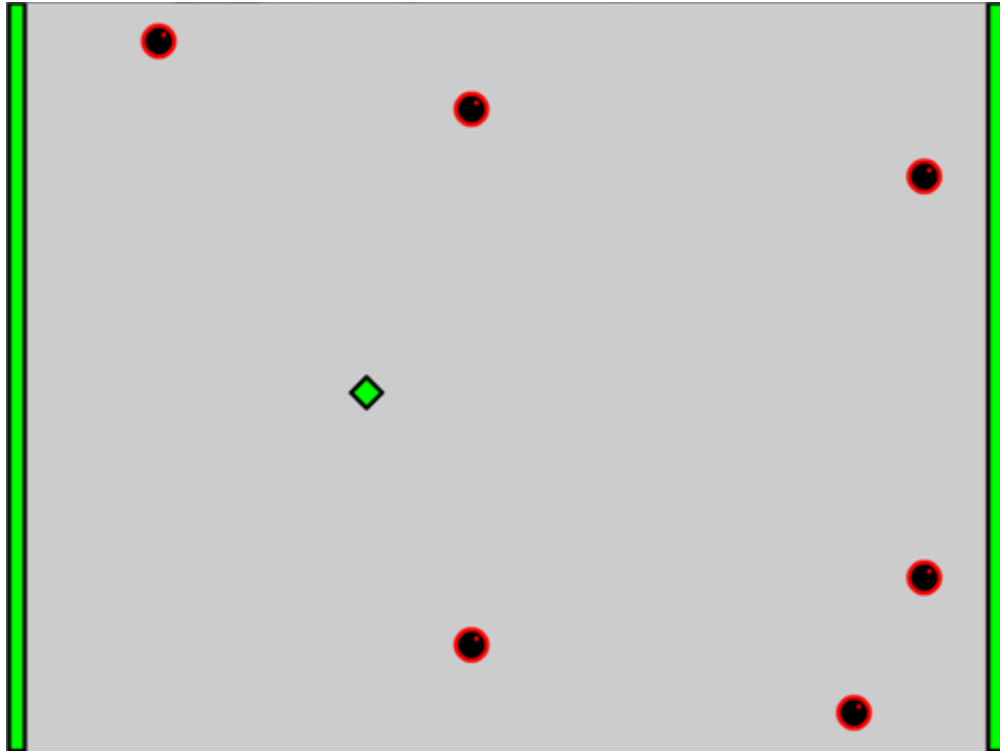
The game is very simple:
- The player:
    - Green diamond shaped objects which you can move up, down left and right.
    - Can't go outside the viewport
- The Enemy:
    - Black and red ball, should be avoided by the player.
    - Gets destroyed when outside the viewport.
    - Bounces on the walls (left and right of the viewport).
    - Two new enemies are created every 48 frames (2 seconds if the frame rate is 24). One enemy from the top (randomly left or right) and one enemy from the bottom (randomly left or right).
    - Enemies created on the left side go in the direction of the right wall. Enemies created on the right side go in the direction of the left wall.
- GameOver:
    - When the player is hit by an enemy the game is over.
    - You should cleanly destroy the game when the player is hit.

Code Details:

You are free to implement your own architecture.

Comments

In this and future assignments, you are required to include:

- **A file header comment in every piece of source file. The format is shown in the "Comments.as" file given to you in the beginning of the semester and should be present at the very top of all your code.**

- **Function header for each function you create. The format is shown in the "Comments.as" file given to you in the beginning of the semester and should be present at the top of every function.**

- **Inline commenting for your code.**

What to submit

You must submit a **"Box2DGame"** folder containing all your files in a single .zip file named correctly (go to the class page on moodle and you will find the assignment submit link). **Do not submit any other files than the ones listed.**

If you've forgotten how to submit files, the details about how to submit are posted in the syllabus. Failure to follow the instructions will result in a poor score on the assignment (and possibly a zero).

Special note:

The due date/time posted is the positively latest you are allowed to submit your code. Since the assignments can easily be completed well before the deadline, you should strive to turn it in as early as possible. If you wait until the deadline, and you encounter unforeseen circumstances (like being sick, or your car breaking down, or something else), you may not have any way to submit the assignment on time. Moral: **Don't wait until the last day to do your homework.**