

# CS 175

## Programming Assignment 0

---

This assignment is a refresher assignment on everything we covered in cs116. The estimated time for completion is about ten hours.

### Copyright Notice

Copyright © 2011 DigiPen (USA) Corp. and its owners. All rights reserved.

No parts of this publication may be copied or distributed, transmitted, transcribed, stored in a retrieval system, or translated into any human or computer language without the express written permission of DigiPen (USA) Corp., 9931 Willows Road NE, Redmond, WA 98052

### Trademarks

DigiPen® is a registered trademark of DigiPen (USA) Corp.

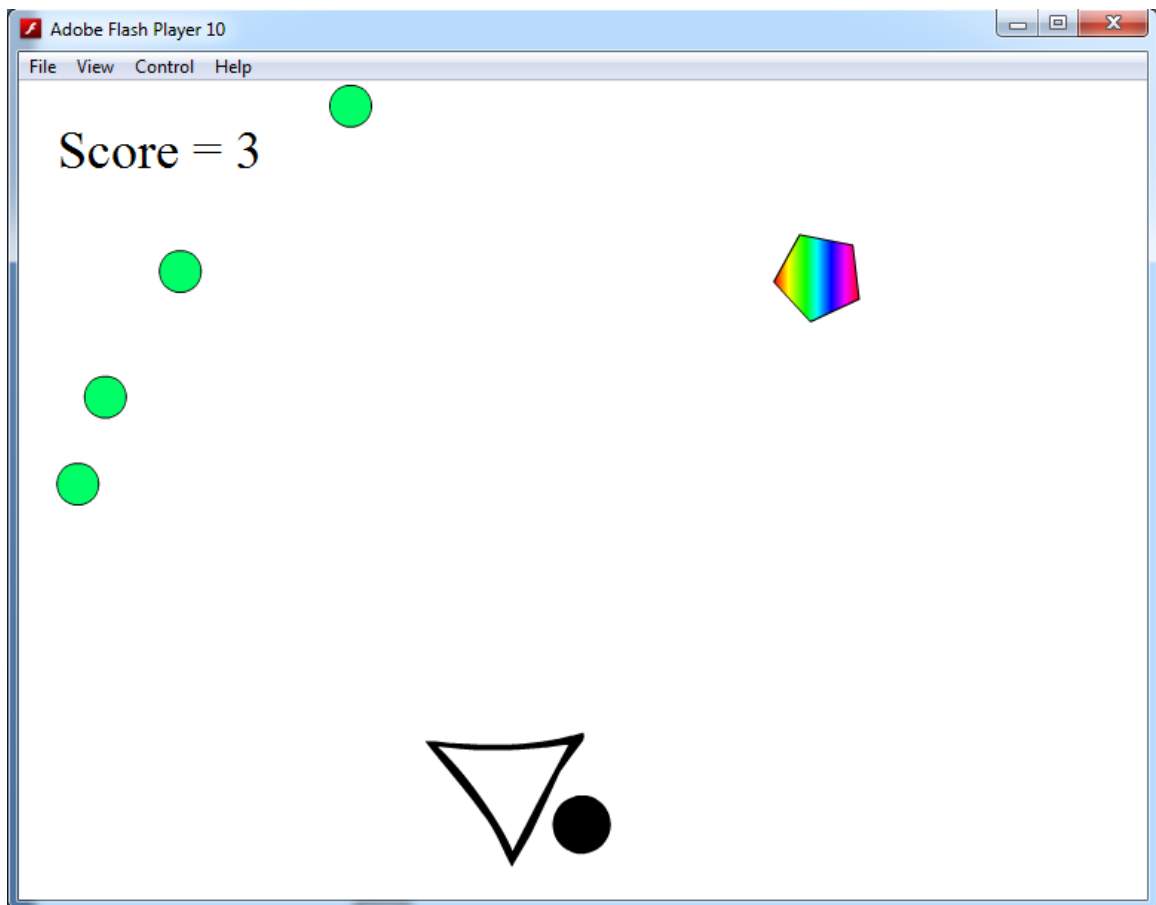
All other product names mentioned in this booklet are trademarks or registered trademarks of their respective companies and are hereby acknowledged.

## Details

### Game Logic Details:

One level have to be implemented. Below is a description:

### Level 1



- **Objects:**
  - **Turret:**
    - Rotates with the "Left" and "Right" arrow keys
    - Has a limit on rotation (-90 to 90)
    - Shoots bullets in the right direction when triggering space
  - **Enemy:**
    - Is randomly generated at  $y = 50$  every 50 frames.
    - Moves towards the turret
    - Has a random speed between 5 and 10
    - Gets destroyed if collides with a bullet or if it goes off the screen

- **Bullet:**
  - *Moves in the direction specified by the ship*
  - *has a constant speed 5*
  - *Gets destroyed if it collides with the enemy or goes off the screen*
- *Score goes up by one if bullet collides with an enemy*
- *Game ends if enemy collides with the turret (just remove all objects on the screen to simulate the end of the game).*

***PS: Check the given swf file for more details or to play the game***

### Code Details:

Nothing is given to you, you will start from scratch even making your own art (will definitely not judge you on the art).

All the code should be in **one .fla** file called "**Game.fla**".

### Comments

- **No commenting required in this assignment.**

### What to submit

You must submit the fla file (**Game.fla**) 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 are posted in the syllabus and in the assignment guidelines document. 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.**