Game Programming Final

Game Name: IWannaBeTheJuice

Game Genre: Platformer Game

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Game Description ( short ) : The play spawns in the midst of the wild wilderness. A Juice Box owns this land, but now you want the juice!

Game Description ( long ) : As the player, you are stranded in the wildest of wildernesses. Subdued to the purpose of getting that juice. After spawning in the world. The player must survive waves of enemies, a series of juice drops, straw spikes, and fire on the ground. After these waves a boss is spawned. Lastly, then play will defeat the boss to get the juice. Continue until you cannot no more. Keep surviving and you get more juice! But stop and get hit by the enemies, then you must try again.

Credits:

My time and number of key presses ( X ). Professor Meyers teaching.

The below tutorial helped me with the enemy manager and observer pattern:

<https://www.habrador.com/tutorials/programming-patterns/3-observer-pattern/>

Art References:

Spike -

Cannot find

Juice Drop - <https://www.google.com/search?biw=1440&bih=821&tbm=isch&sa=1&ei=kYwOXOaYBqvajgSN2KaQCQ&q=black+drop+png&oq=black+drop+png&gs_l=img.3..0j0i8i30l3j0i8i10i30j0i8i30.75555.75993..76101...0.0..0.62.212.4......1....1..gws-wiz-img.......0i5i30.VK7-3RKIrvg#imgrc=hKT69AI0blsTPM>:

Red Ball -

<https://www.google.com/search?q=red+ball&source=lnms&tbm=isch&sa=X&ved=0ahUKEwjD3u7wzpXfAhWCg-AKHbVSA1IQ_AUIDygC&biw=1440&bih=821#imgrc=pHpcwsF-YMhYDM>:

Juice Box -

https://www.google.com/search?q=juice+box&source=lnms&tbm=isch&sa=X&ved=0ahUKEwjJveTxzpXfAhVkhOAKHYkMDCYQ\_AUIDigB&biw=1440&bih=821#imgrc=6DB64gwNxIZbWM: