

2312447 Demolition game

Game compiling:

Executable jar file worked: Not present

Source code compiled and ran: Needed debugging

Readme clear: Yes

Game quality:

A demolition game with some obstacles.

The collection of fallen yellow and red polygons into the top of the screen after they have been knocked down is nice (although identical to one other student's submission).

Just one level of game play.

There should be a "play again" restart button to try a second time.

It is rather tricky to aim and direct the ball, as clicking on the region which says "click here to shoot" does not seem to shoot a ball. The report explains you have to drag the mouse pointer from this blue box, but that's confusing too, because you have to drag the mouse, and then release the mouse and then move the mouse for the ball to fire. Also, the heavy blue ball seems uncontrollable – it always seems to fall to the ground regardless of how I drag the mouse pointer.

The background image is good. It would be nice to have images on the yellow squares to make it more like angry-birds. It would be nice to have more elaborately stacked towers, which are created without falling from the sky.

Physics features implemented:

Stacking of blocks, anchored barriers, collection of shapes as they hit the ground, mouse drag-to-shoot algorithm.

Code Quality

I had to fix up quite a few bugs before I could run the game (and there was no jar file provided to avoid this).

- There were hard-code paths to image files, e.g. `C:\\Users\\Thomas\\Documents\\Uni Masters\\Masters\\CE812 Assignment 2 - 2312447\\Physics_CW\\game_bg.jpg` which will only work on your own hard drive.
- The file `JeasyFrame.java` had a package declaration `package src.pbgLecture5lab_wrapperForJBox2D`; but was not in the subfolder `src/src/pgbLecturelab_wrapperForJBox2D` which creates a compile error. You should always ensure your java code always compiles without any errors in it.
- Confusingly all other classes were declared in a package `src.pbgLecturelab_wrapperForJBox2D`, which meant they needed placing in a folder `src/src/...`
- The class `Box.java` inherits from `javafx.scene.shape.Rectangle`, which causes me compile problems on OpenJDK, but `Box` is never used in the game. This `Box.java` file should be removed.

Report:

The report explains the games well and code features clearly.

