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**Assignments**

**Pass:**

1. Created a Config class for all settings. Followed code standard.
2. Refactored and placed in strings.xml.
3. Minimized duplicated code, mostly moved code up from EnemyNormal and EnemyBoss to BitmapEntity
4. Randomized radius, spawn, color between 0xFF and 0x30 for Red, Green, Blue separately. This to prevent possibility of black stars. Stars are also smaller and slower.
5. New enemy EnemyBoss. Spawns every 5k and moves in a sine pattern. Slightly larger compared to normal enemies.
6. Player ship blinks during invulnerability.
7. HUD moved.
8. Added start/collision/death/boost sound. Boost sound loops until finger lifted. A loadOnCompleteListener is implemented so that the start sound is played correctly the first time the game is started.
9. Added possibility of choosing difficulty on main menu. Sets the simultaneous number of normal enemies.

**Other sources**

* **Space ships:** <https://opengameart.org/content/space-ships-side-scroller>
* **Starfield (menu background):** <https://www.freepik.com/premium-photo/high-definition-star-field-colorful-night-sky-space-nebula-galaxies-space-astronomy-concept-background_9779295.htm>
* **Damage and game over sounds:** <https://www.bfxr.net/>
* **Game start sound:** <http://www.taur.net/~ottercomics/ottertunes/oishow/sfx/gateopens.wav>
* **Boost sound:** <https://freesound.org/people/qubodup/sounds/146770/>
* **Lastly, coded together with videos from playlist and course website, creator Ulf Benjaminsson:** <https://www.youtube.com/watch?v=1ulAvSlMpjE&list=PL71i3l7c3rWxq0Vf6G5L0-1vn6qNOGTzj> videos 1-16. <https://studentportalen.uu.se/portal/portal/uusp/student/student-course?uusp.portalpage=true&mode=detailStart&displayType=courseInstance&adminType=Uppdok&showCourseInstanceParts=true&departmentCode=5240&toolMode=studentUse&showClosedPrograms=false&entityId=194173&semester=20202&sort=sortLabelAscending>