

COMP9003 - Assignment Report

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OOP Design Decisions

(More Details on UML Diagram)



Game Elements & Extensions



Path - In Progress

Path - Hit by Enemy

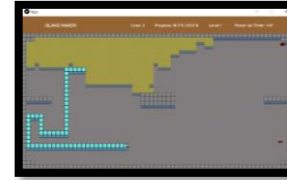
Empty - To be Filled



Solid (Concrete)

Filled (Grass)

Player (Ball)



Level - Show the player what level they are at.

Lives - This is a text UI to show the lives the player has. Player will be dead if the lives is less than zero.

Power Up Timer - This is a timer to indicate the time left for the power up just taken. The timer will not show up is the power up time is over.

Progress - This indicates the percentage of the filled tiles in the whole map. Player will win or advance to next level if the progress is larger than the target goal.



Faster Power Up - Player speed will increase x2 after taken this power up.



Slower Power Up - Enemy speed will decrease x3 after taken this power up.



Whale (Beetles)

- Whale will travel only in Empty (Sea) area.
- Whale can make red path and eat player's Filled (Grass) area.



Shark (Worm)

- Shark will travel only in Empty (Sea) area.
- Shark can make red path and kill player.



Dino

- Will travel between Filled (Grass) and Empty (Sea) area.
- Can make red path and kill player.



Frog

- Will travel between Filled (Grass) and Empty (Sea) area.
- Can not make red path and kill player, it will be bounced off upon collision.

Note: Player will die upon collision with the enemy.