

A report on my experience.

At the beginning of working on this project, everything seemed clear, familiar and simple. But with each new step, a lot of new and interesting information appeared. To understand the principle of operation of this or that function, I had to turn to textbooks, lectures and chats. Fortunately, everything was gradually explained and formed into an understandable picture. But if I create a similar game on my own, I will need much more time and the ability to use hints, as well as to be able to peek into another similar game to use some templates.

All the mistakes that I made before are taken into account by me and they were not in this work. But, I will have to spend quite a lot of time to fully understand the code of this game.

Questions arose when using the mouse to move the two objects, move and distance them. The question was also about assigning a value to the coordinates of the point where the mouse button click event occurred. Also their movement and speed.

This work turned out to be very informative and rich that there was no desire to add anything at all. The function of using the explosion pattern turned out to be interesting. The algorithm is very logical here. At least for me.

It makes me want to repeat this work again from the beginning.