

OOPM MINI PROJECT

Computer department

Second year-A1-Batch

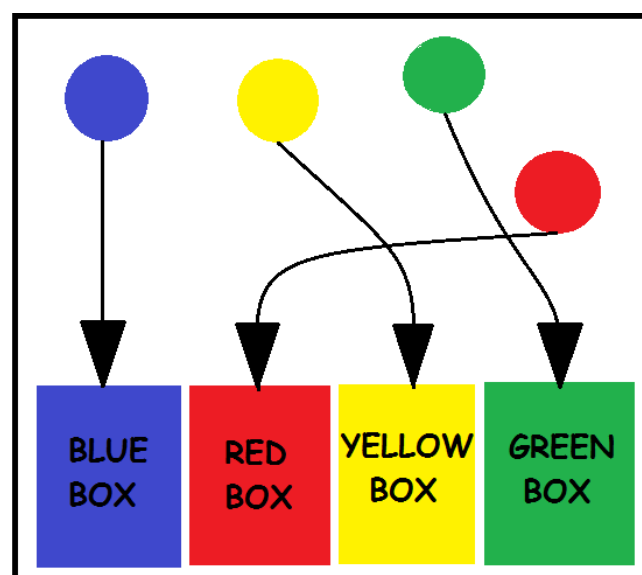
Group members:

1. Aditya Chavan
2. Uzair Chapra

Project Topic : Back to the box(2-D game).

Description:

Balls of random colours(blue, yellow, green, red) will fall from top of the window, player scores points by putting the balls(dragging the balls with mouse-pointer) in the respective coloured boxes.



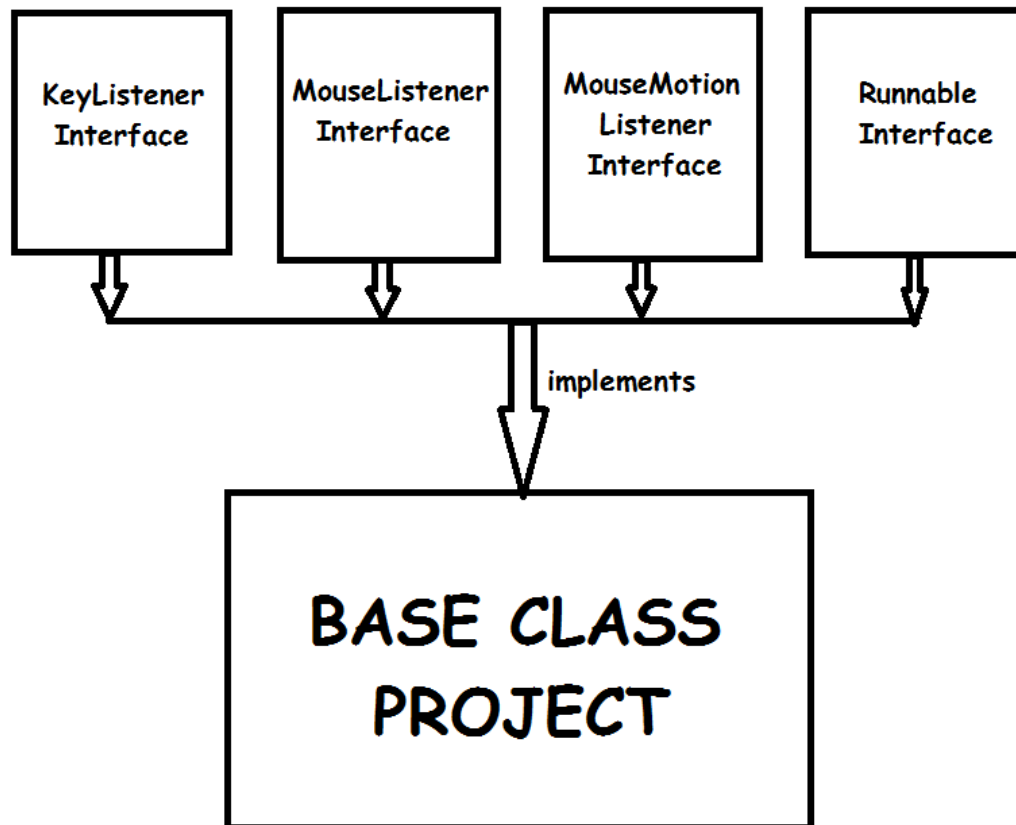
The Game has 5 Levels.

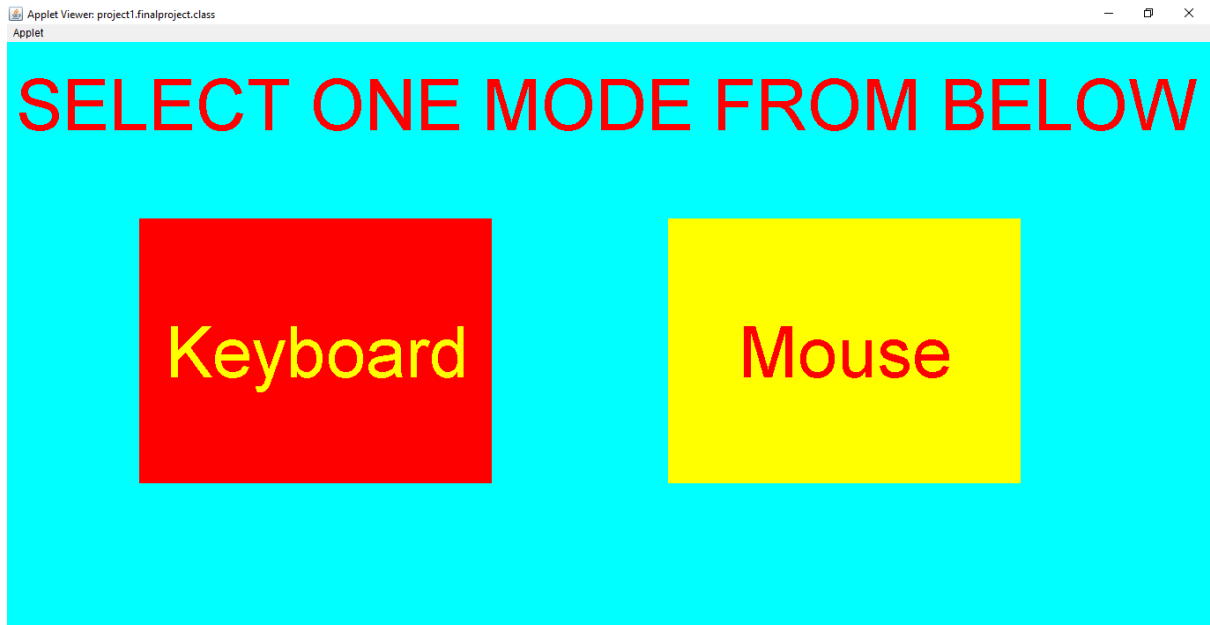
The Game has two modes:

- Mouse mode: Uses Mouse-Listener class
- Keyboard mode: Uses Key-Listener class

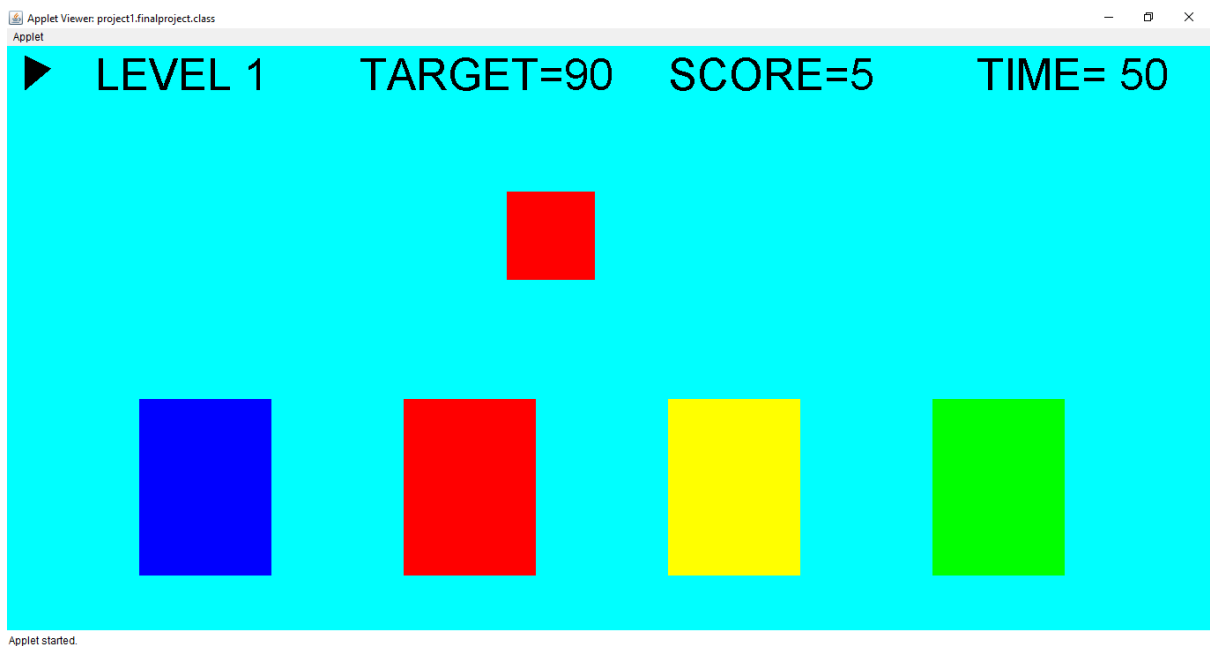
The Game uses the following classes in Java:

- `java.applet.Applet;`
- `java.awt.Button;`
- `java.awt.Color;`
- `java.awt.Font;`
- `java.awt.Graphics;`
- `java.awt.Graphics2D;`
- `java.awt.Image;`
- `java.awt.Rectangle;`
- `java.awt.TextField;`
- `java.awt.event.KeyEvent;`
- `java.awt.event.KeyListener;`
- `java.awt.event.MouseEvent;`
- `java.awt.event.MouseListener;`
- `java.awt.event.MouseMotionListener;`
- `java.util.Random;`
- `javax.swing.JLabel;`

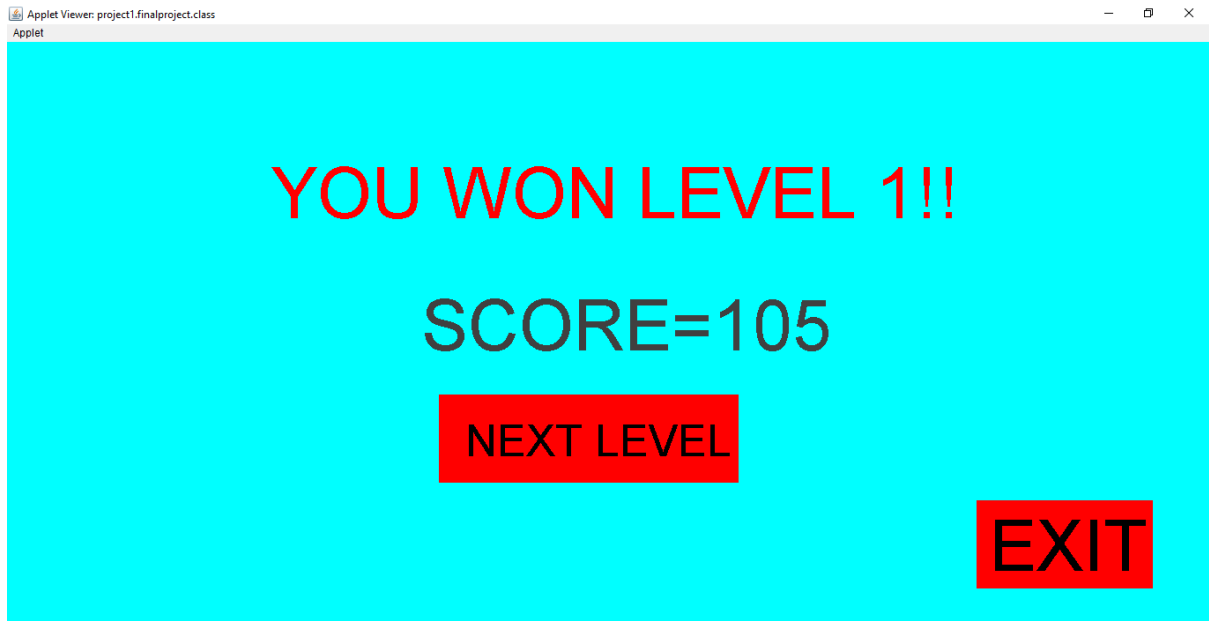




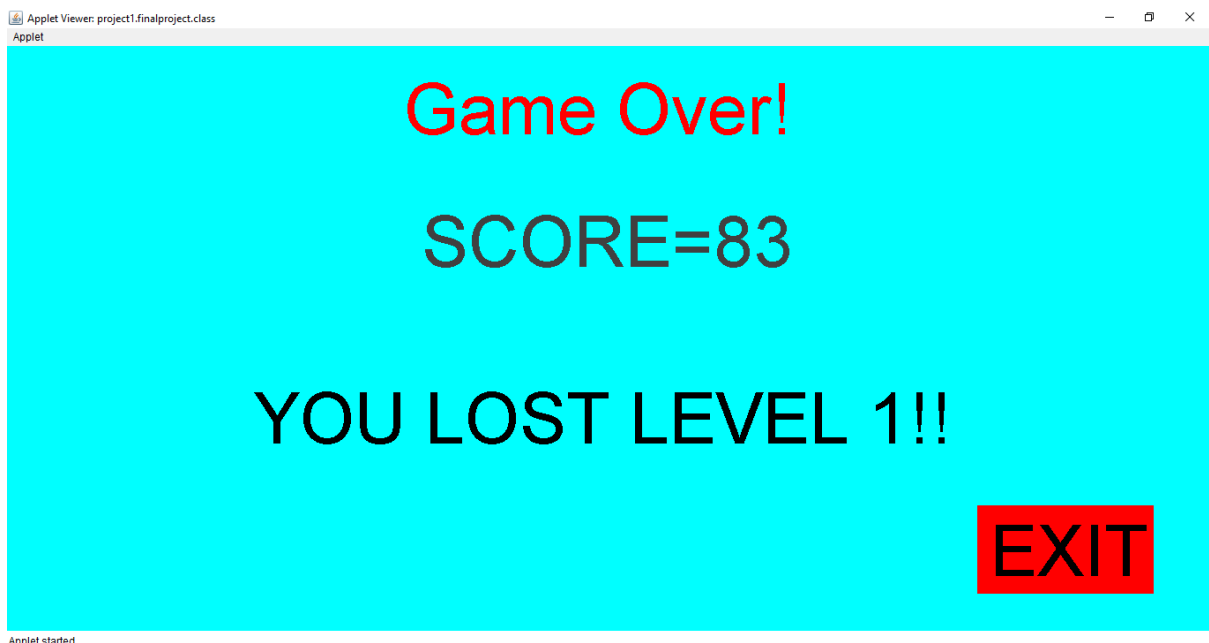
Start Screen



Level-1



Won Level-1



Game Over!

SCORE=465

YOU WON THE GAME!!

EXIT

Applet started.

Won Game