

README

1. **Cosmic.java** needs to be compiled and run.

2. Entity Implements all of EntityInterface’s interfaces, such as getX(), getY(), getFilename()

3. Classes Inheritance - EnemyEntity, PlayerEntity, and PowerupEntity all extend from Entity

4. Additional Work

* **Multiple types of enemies some of which can shoot back**

Two kinds of enemies, a ‘basic’ one which tries to reach the bottom and an advanced sharktank™ which tries to kill the player instead of destroy the homeplanet.

* **Powerups**

Tri missiles, and Rapid fire powerups have been implemented and can be combined to produce something spectacular

* **Multiple shield layers**

Player has a shield which is depleted when damaged by the shark entity, either through collision or through a missile.

* **100% Originally composed music**

All sounds, music, and effects were produced by Adriaan van WIjk

* **Original artwork**

The overwhelming majority of the artwork was produced by Marizan (A friend) used with permission. Any external resources that have been used are declared as such in the code.

* **High Score**

A victorious screen is shown for 4 seconds upon gameover instead of the default if a new highscore is reached.

* **Game difficulty increases over time**

The enemies begin moving faster and faster until game over is assured, giving a proper challenge.

5.

Javax.sound was used for audio as StdAudio isn't easily capable of playing multiple tracks at once

Java.awt.Font was used to change and create fonts.

6.

StdDraw was modified to remove the top Bar containing "File" and to rename the window "Cosmic Crocodiles"

7. Dependency Diagram

