

For the base of our program we decided to use the store called de Regenboog. We chose it because we like that it has a rainbow in the middle and the objects at the bottom of the window immediately made us think making a space invaders type of game would be a fun idea. Store depicted below:



The objective of the game is really simple.

You are a “spaceship” in the form of a heart and you need to destroy the enemies (which in this case are nice fluffy rainbow bear hats) before they get to you.

The big rainbow in the middle acts as a barrier.

Every few steps the grid of enemies stops for 2 seconds trying to break through the rainbow barrier. Once they have passed the rainbow they can move freely and if they get to you the game ends.

To not die we have been nice enough to give your heart ship a gun. You may use this gun by clicking the CTRL button to shoot and aim by dragging the mouse from left to right or right to left. If you manage to destroy all of the evil rainbow bear hats you win the game.

The game also keeps track of your score, adding 50 points for every destruction.

When you destroy all enemies, an endscreen will show you the final score on a colour changing background

TL;DR:

You are heart. You can move with the mouse and shoot with CTRL. Kill evil rainbow bears or you lose.

All classes:

Main: loads images, some global values, booleans, font, houses the global setup and some draw functions and the endscreen.

Bullet: the bullets being shot out of the players’ heart ship.. Upon contacting an enemy, they take away one of their 3 hitpoints

Enemy: the enemy fluffy hats you need to destroy. They move from left to right, and when hitting the edge of the screen, they will also move 1 step down. The enemy class checks if its own position is under a certain Y value, then calls to a boolean for the function to remove the

rainbow. It then does the same to end the game when it hits a low enough Y position to pretty much touch our spaceship heart.

Player: the little heart you play as. This ship can only move side to side, and is stuck at the bottom of the screen. From here it can shoot at the enemies slowly inching closer towards it.

Spaceship: base class for both player and enemy ships, containing a few shared parameters.

Rainbow: the rainbow. When an enemy touches this rainbow, the whole group is froze for just a little bit. It thus acts as a sort of barrier. This gets removed when the enemy class hits a low enough Y position. It does not actually detect collision or anything, just when the Y position for the enemy class is met the rainbow disappears with a boolean.

