Wingman

Wingman

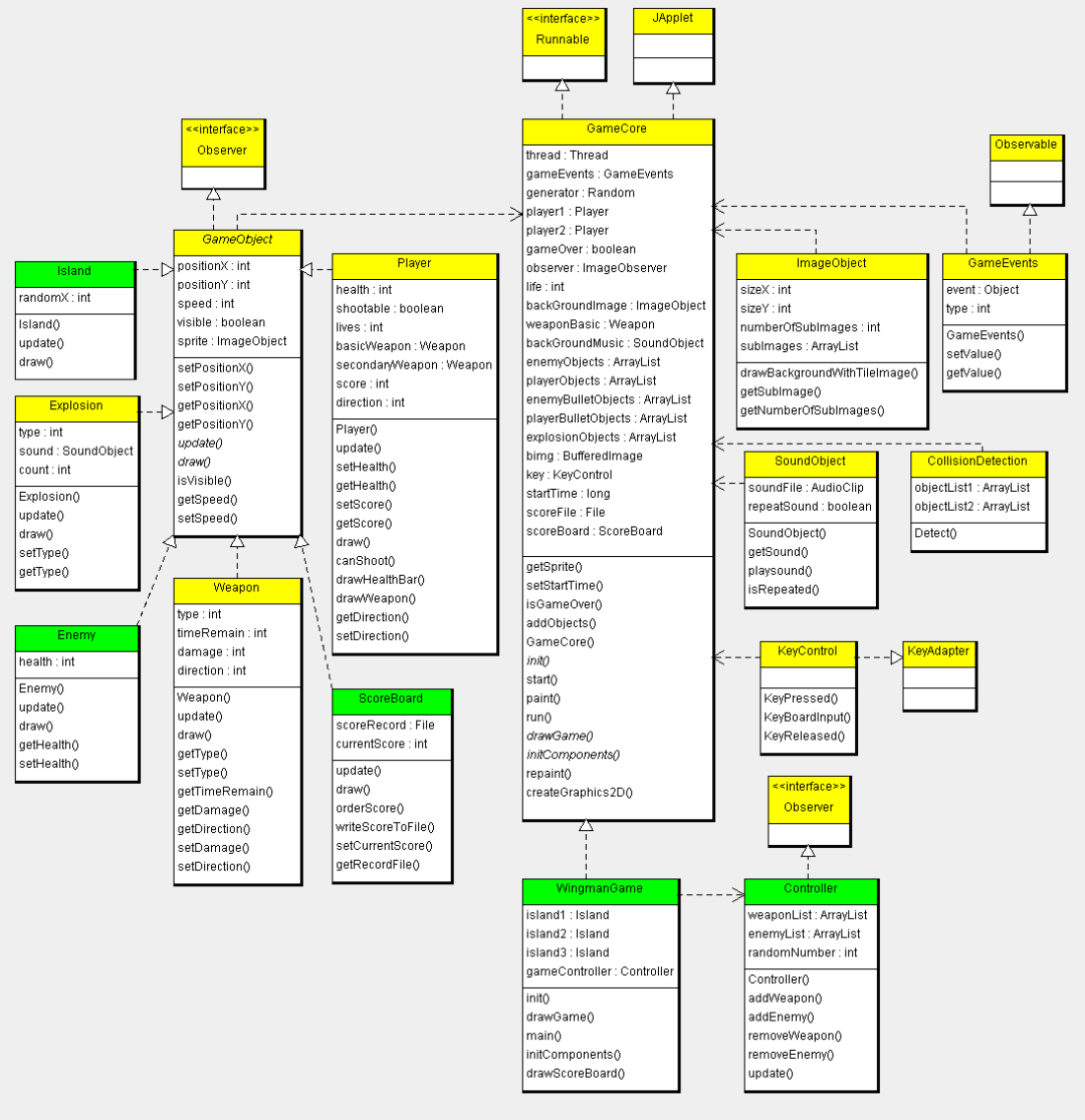
- Collision Handling (airplane vs. airplane, airplane vs. bullets)
- Timeline handling (show diverse types of enemy planes)
- Explosion effect and explosion sound (small and large)
- Bullets shooting in diagonal direction (enemy and player)
- Bullets shooting towards player
- Power up weapon pick up (show icon and remaining time)
- Score board at the end of game (file read and write)
- Health bar and spare life
- Background music
- resizable
- Support for 2 players with multiple lives
- Smooth performance

Tank

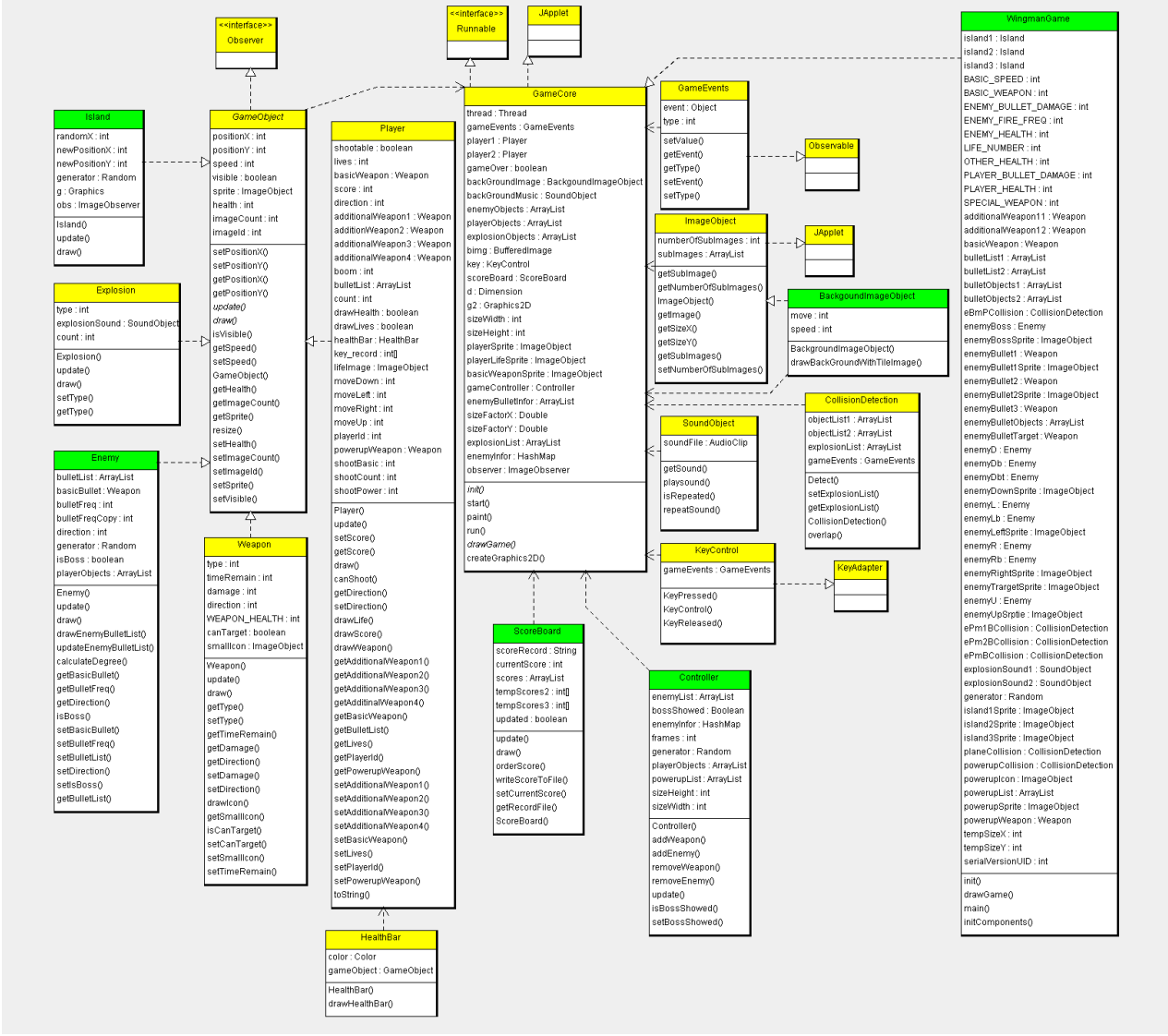
Tank

- Tank angle & moving direction handling
- Player viewing Window with mini-map
- Explosion effect and sound
- Soft walls (disappearing and appearing over time)
- Stronger Bullets when player picks up bonus
- Strong tank types when player picks up bonus
- Increase HP value when player picks up bonus
- Show strong weapon icon and remaining time to use
- Scores
- Health bar
- Map reading from file
- Background music
- 2 more spare life

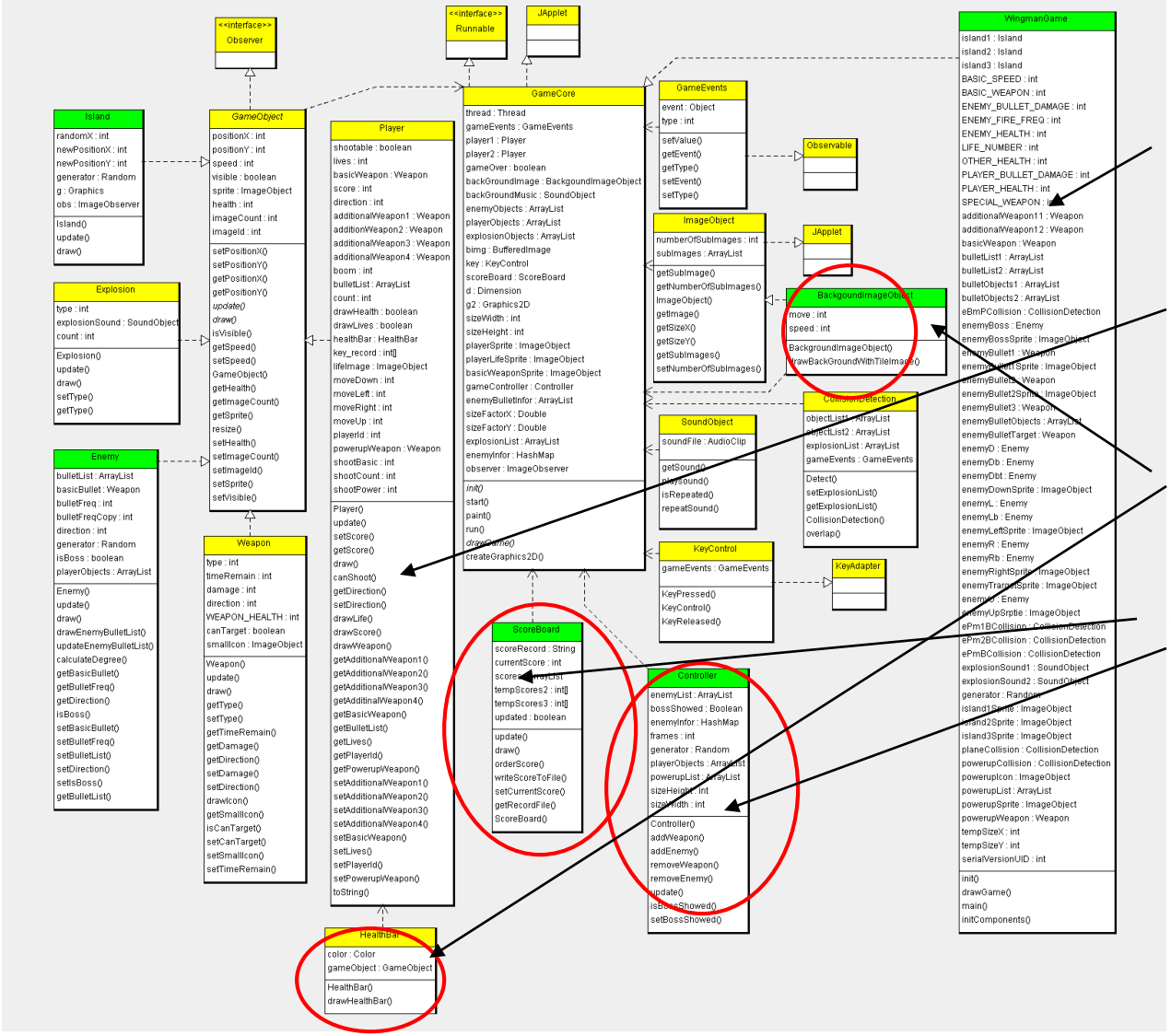
Wingman Design diagrams (1)



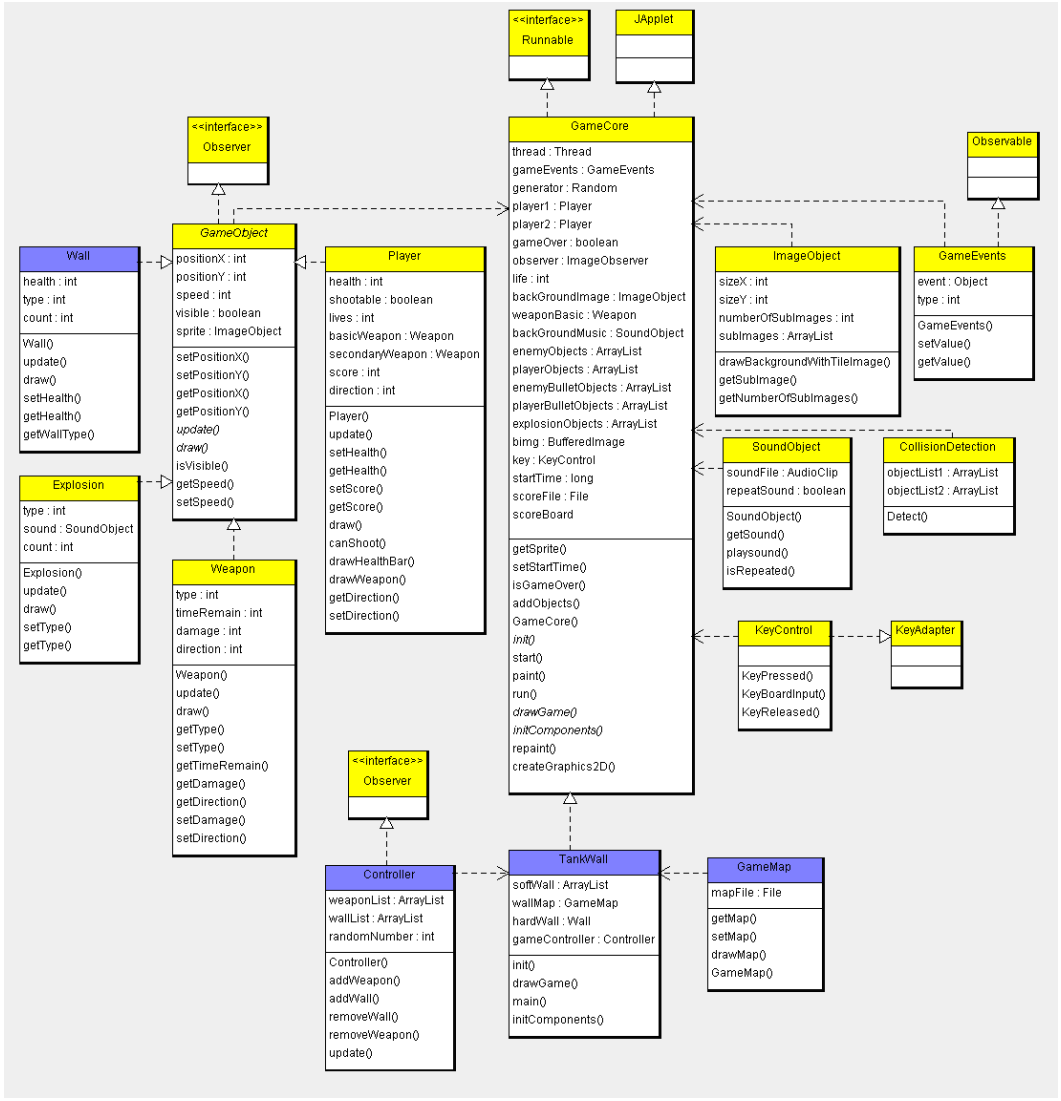
Wingman Design diagrams (2)



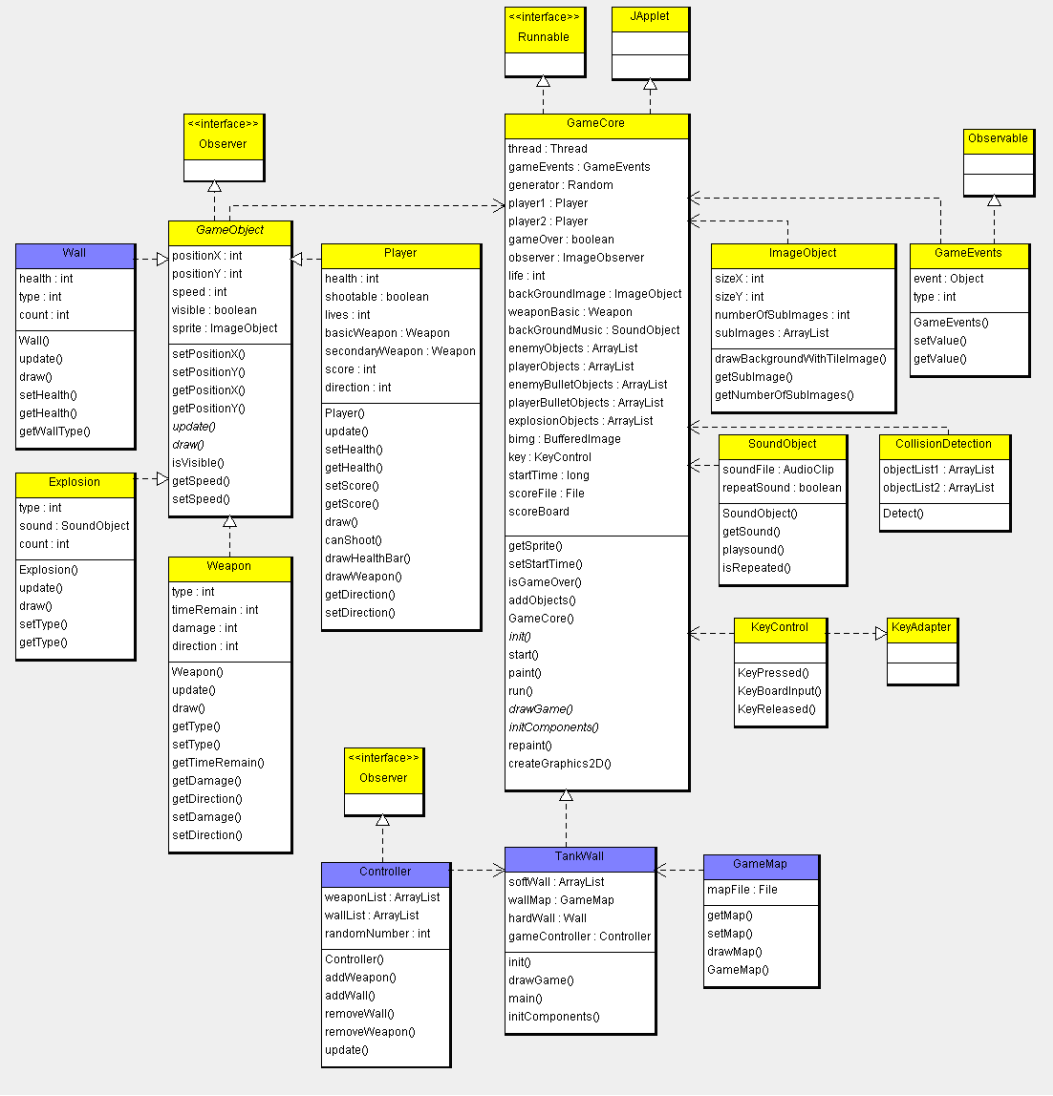
Wingman Design diagrams (2)



Tank Design diagrams (1)



Tank Design diagrams (2)



More variables

More methods

New class

-HealthBar

-TankPlayer

-BackgroundImageObject

-SourceReader

Change of inheritance

-Controller

Reusability

Class reused from Wingman

- CollisionDetection
- GameCore
- GameEvents
- HealthBar
- KeyControl
- Explosion
- GameObject
- Player
- Weapon
- BackgroundImageObject
- ImageObject
- SoundObject

Singleton

- Subimages of each weapon are the same
- The one to choose is different
- Consider singleton (static)

From JAVA application to JAVA applet

Some things to consider for applet

- File read and write
- Path
- Permision issues
- Sign applet

Things to improve

- Collision Detection
- Uniform way to handle subimages
- Different weapons (new subclass or other..)
- Subroutines to new class, increase reusability
- Consider more about extensibility at the stage of design
- More coding, more experience help the design