

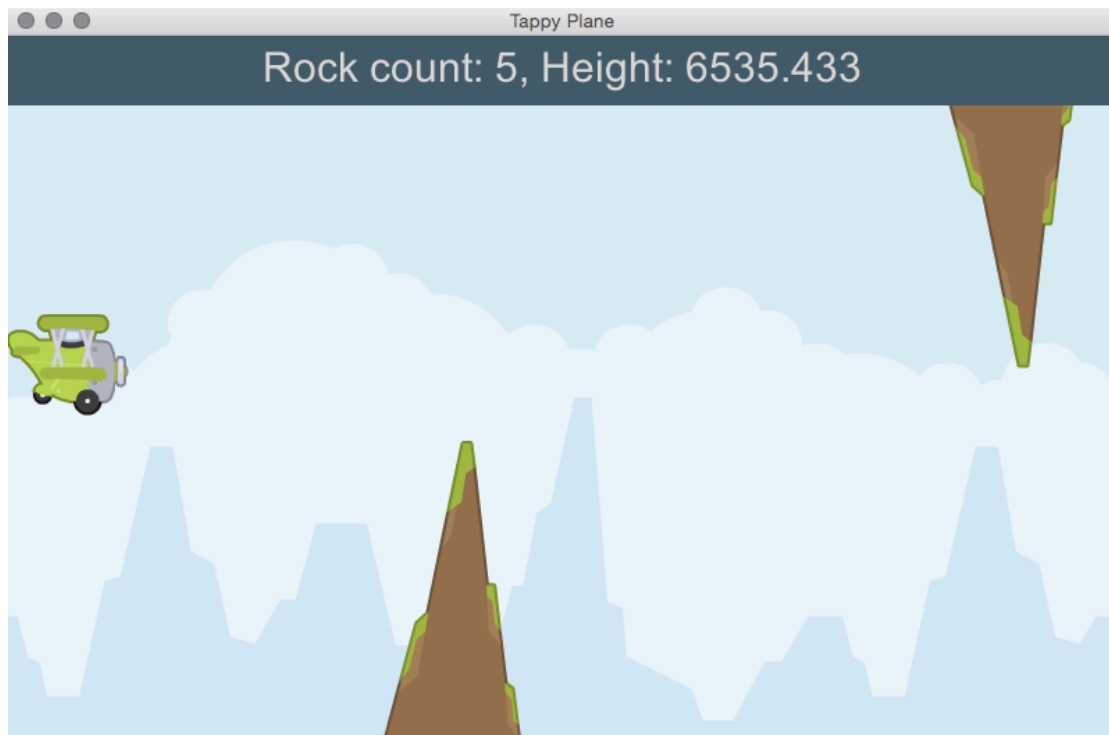
Software Studio Assignment 7

Tappy Plane (100%)

TA has developed the game "Tappy Plane", however, the game is still incomplete. Please help TA finished the game. The features below are what TA wants you to implement:

1. Make the propeller(螺旋槳) of the plane run. (see animation in demo video)
2. Show information of the plane on top bar. (see Figure 1)

Figure 1



Materials are available under [CC0](#).



Credit: [kenney.nl](#).

Grade Criteria

- (85%) Basic requirements:
 1. (35%) The propeller of the plane is able to turn.
 2. (25%) Show the number of rocks the plane have flied across on top bar.
 3. (25%) Show the height of the plane. (Mapping from 0~10000)
- (10%) Programming Technique
- (5%) Comments

Hint

- Use the sprite technique taught in lab.
- Use Delegate Design Pattern.

Notice:

1. **Deadline: 2014/12/14(sun) 23:59** (If you submitted in 12/08 00:00~23:59, you will get partial credits (80% of the original score). No credits if submitted afterward.)
2. For each source file, you should add some comments to explain your code.
3. Zip the source code (with the whole project in a folder) to a zip file, the file name is "ID_Assignment7" and uploads to iLMS. If you don't send the whole project but just the java files, 10 points will be deducted for the assignment.

Honor Code:

Any cheating will be handled seriously in compliance with the university rules. All assigned work is expected to be individual, except where explicitly written otherwise (e.g., term project). You are encouraged to discuss with your classmates; however, what you hand in should be your own work.