Ali Gökçek

2021400012

16.04.2023

Assignment 2- Bubble Trouble Game

Gameplay video link:

https://drive.google.com/file/d/1wW4qF8SniyVnlyyu2-l_OTjBEuVs8DX_/view?usp=share_link

To start with, my code has 6 classes namely, Arrow, Ball, Bar, Player, Main and Environment classes. All classes have draw and update(or move) methods. I call arrow, ball, bar and player's methods in environment's draw and update method. And check collisions in environment's update method. In my main code, I basically start creating objects. And add balls in an arraylist. Then, I wrote game loop. In game loop, firstly I check if the time passed the total game duration or not. Later, I draw every element and show them. Lastly, update their positions and check if they collide or not. If they so, I show the game screen and wait for proper keyboard inputs from the user. If user wants to restart. I call restart methods that includes clearing and recreating balls arraylist and, resetting other game elements' positions to their initial coordinates.