

Project 9: Arcade-Style Space Game

Nand to Tetris Course Submission

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Concept / Idea

The app is a simple arcade-style game built using the Jack programming language. Players control a spaceship navigating through space while avoiding asteroids and aliens. The game includes interactive elements like shooting projectiles to destroy obstacles and a scoring system to track progress.

Architecture

The app's architecture consists of several interconnected modules written in Jack. Each module serves a specific purpose, contributing to the overall functionality of the game:

File Descriptions:

Main.jack:

Acts as the central controller of the app, initializing the game environment, managing game states, and orchestrating interactions between components.

Spaceship.jack:

Implements the player's spaceship, handling its movement and collision detection.

Asteroid.jack:

Manages the generation and behavior of asteroids, including their random positioning and movement.

Alien.jack:

Defines the behavior of alien enemies, their movements, and potential interactions.

AlienManager.jack:

Coordinates multiple alien instances, managing their collective behavior.

Projectile.jack:

Handles the creation and trajectory of projectiles fired by the spaceship.

SingleAsteroid.jack:

Represents an individual asteroid and defines its specific properties.

Graphics.jack:

Renders the visual elements of the game and ensures a smooth user experience.

Random.jack:

Provides utility functions to generate random values used for placements.

Motivation

I chose to create this game to apply my understanding of Jack programming and computer science principles in a fun, interactive way. Developing a game allows me to explore problem-solving, modular design, and creative logic while crafting an engaging user experience. It also provides an opportunity to showcase the versatility and potential of the Jack programming language.

Video Demo (Google Drive Link)

Link: [Insert Your Google Drive Link Here]