

Problem Definition:

In this assignment we need to move down lawns, enemy cars and roads instead of our car, also we have to reinitialise them.

When we collide with the enemy car the game is over.

To move map elements we have to use keyboard.

Solution Approach:

I used 2 arraylist first one holds keys while we press the keyboard, second one holds keys when we release the keyboard (to slow down).

I control intersect function to control collision between 2 cars, if there is a collision the game is over.

When the game is over game over text is shown ,also if the user press enter new game is begin (with restart function).

In mapObject.java:

Map elements created then I move them respect to speed of level

In assignment4.java :

I create mapobject then add them to group.