Pseudo code for Zero Gravity game.

I will be using Java and JavaFX to create the game. The user can move the spaceship left and right and space to fire. There will be a single target that will be an image of an alien that will be populated randomly.

Pseudo code,

On the JavaFX scene/canvas the background image of space will cover the entire canvas, on-top of the canvas will be another image of the spaceship and an image of an alien.

The alien image’s position will be random but will appear only on the upper half of the canvas.

There will be a timer that will be used for when the images will populate.

The images should be populated for 60 frames per second, matching the 60hz refresh rate of most monitors.

If the user presses the key ‘left’ the spaceship will move left, key ‘right’ to move right and ‘spacebar’ for fire.

When the user presses either the left or right key, the input will move the spaceship left or right and be displayed on the screen on the next refresh/frame.

If the user presses the spacebar, an image of the missile will be displayed at the position of the spaceship and for each frame the missile will incrementally move vertically upwards.

If the missile touches the range of pixels of the alien the image of the alien will be replaced with another image of a bruised alien and disappear.