Bora Yılmazer
Student ID: 2023400000

- The video file sent through Moodle is heavily compressed and shows some artifacts. The images on this file are likely to be blurry, you can reach the uncompressed versions of all using the links below:

Video: https://drive.google.com/file/d/1plT9ASbH7ji_NFxs8soi4byEnRdUOPrt/view?usp=share_link
Images: https://drive.google.com/drive/folders/1jWl-2mR54LVzOI8wMRr1Cw1oByZ4oku3?usp=share_link

- Along with the default target and obstacles, there is another custom made environment. The arrays of these custom targets and obstacles are left as comments within the java file.

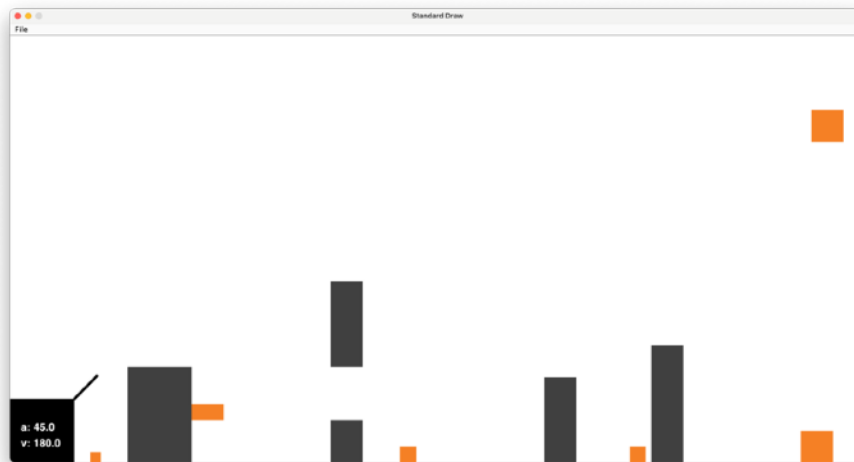## Gameplay Images with Default Obstacles/Targets
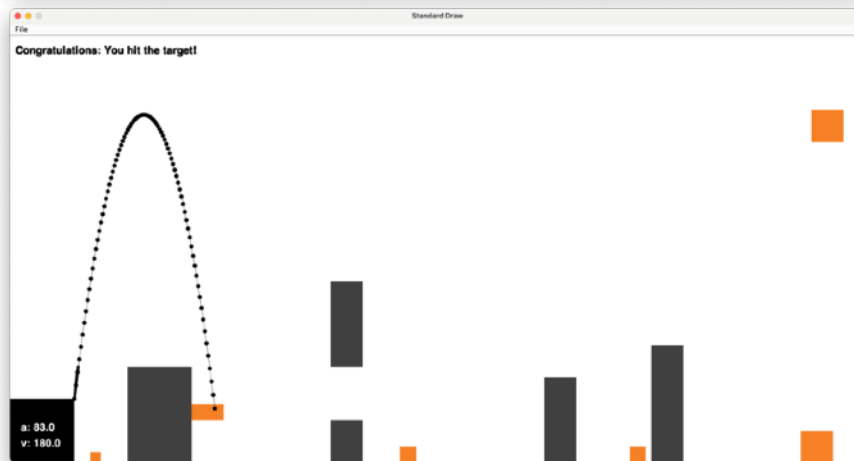

Figure 1 - The Default Environment

Figure 2 - Hitting a Target
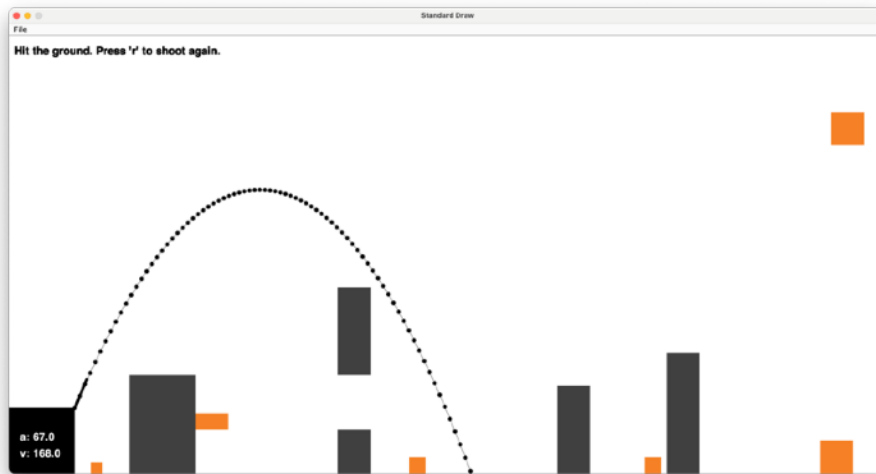

Figure 3 - Hitting an Obstacle
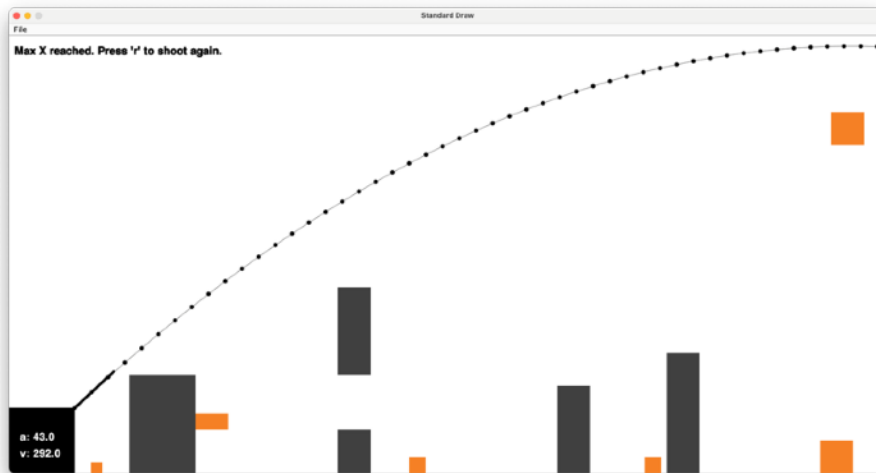
Figure 4 - Hitting the Ground
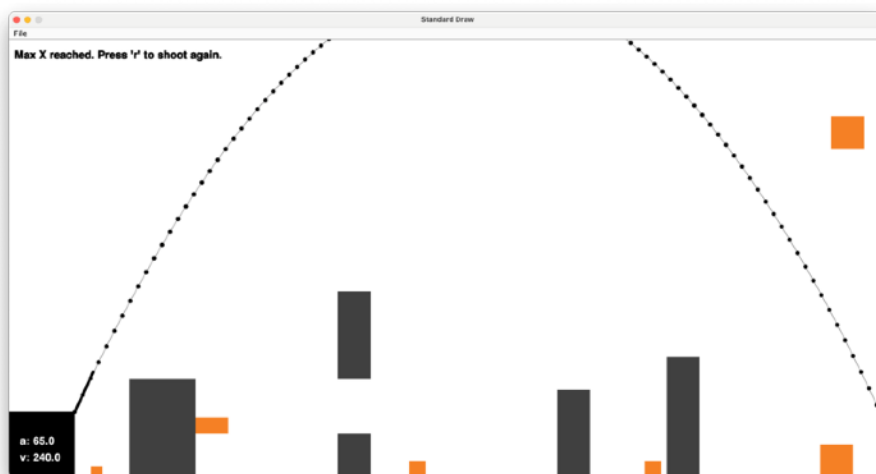

Figure 5 - Max X Level Reached

Figure 6 - Bullet Traveling Through the Upper Part of the Sky

Gameplay Images With Custom Obstacles/Targets

Standard Draw

File

Hit the ground. Press 'r' to shoot again.

a: 88.0
v: 183.0

Standard Draw

File

Max X reached. Press 'r' to shoot again.

a: 43.0
v: 254.0

Standard Draw

File

Hit the ground. Press 'r' to shoot again.

a: 77.0
v: 180.0

Standard Draw

File

Congratulations: You hit the target!

a: 48.0
v: 218.0