

Assignment 2 – Bubble Trouble

This game's aim to remove all the balls which are in the game in the given time by avoiding any touch with balls. To do so, the smallest ball is removed by arrow, bigger balls are replaced with two smaller balls when they are hit. Balls make elastic collision with the wall and floor. The game runs by bugra_keser class.

bugra_keser Class

The game runs by this class. This class creates the canvas and initializes the environment. After game ends, game is replayed, or player quits the game by user input which also terminates the code.

Environment Class

This class determines the canvas width and height, x and y scales of the screen. Most of the operations are made in this class. This class has methods that checks if arrow and ball are collided, or player and ball are collided. When the game is over, a screen which states the game result appears and asks the user if he/she wants to play again or quit the game. This class is also responsible for all the animations in the game.

Player Class

This class has a constructor which creates the player. It is also responsible for player moves.

Bar Class

This class creates the time bar via a constructor. The time bar displays at the bottom of the game screen. It gets redder and smaller over time.

Arrow Class

This class creates an arrow, via constructor, if there is no active arrow in the game. To create an arrow, space bar button should be pressed. If arrow hits a ball, arrow disappears. This class is also responsible for the moves of the arrow.

Ball Class

Balls are created according to their levels in this class. This class has methods that change horizontal and vertical velocities according to the gravity and collisions so that balls move properly. Balls are removed if they are the smallest balls, if they are not, two new balls which are one level lower than the hit ball.

OUTPUT:

Game Win!

https://drive.google.com/file/d/1-0aQ46p3KN1pdkBSwEVxOCjAnOpAEL-k/view?usp=share_link

Game Over!

https://drive.google.com/file/d/1U77cDG66KUapx5D3aipRxBHD3H2PvbWf/view?usp=share_link