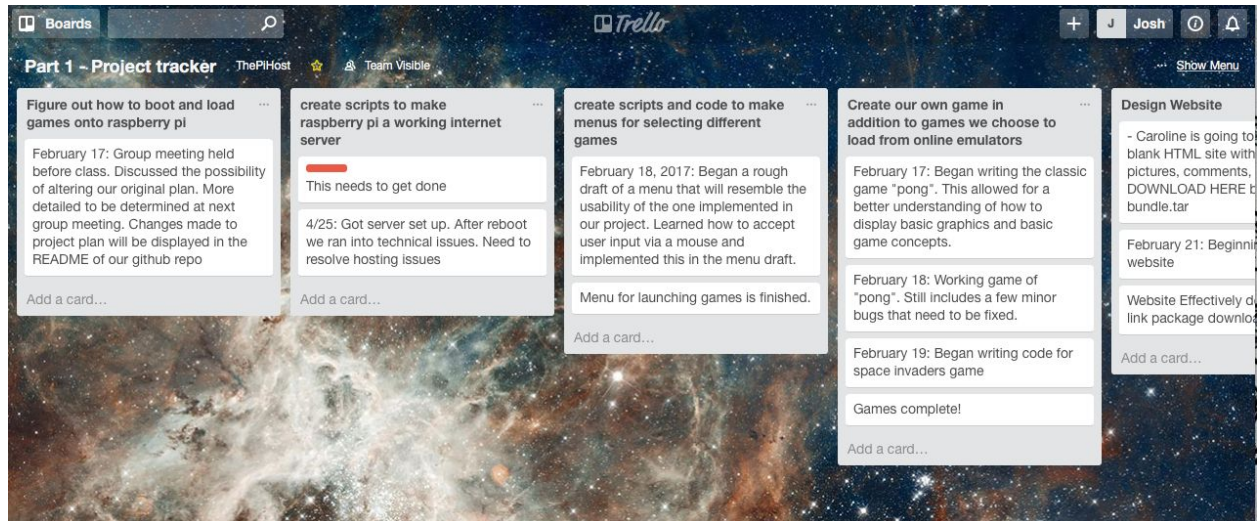# ThePiHost

Created By: Galen Pogoncheff, Caroline Friedman, Joshua Griffiths, Austin Griffith

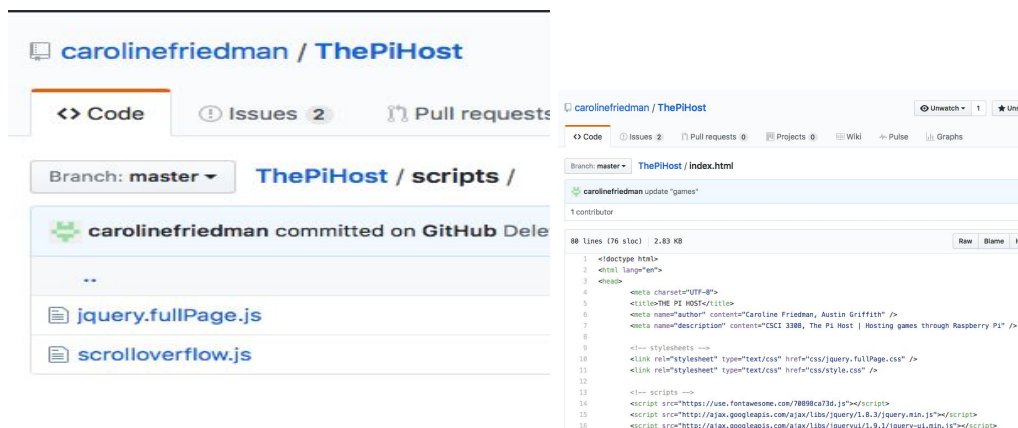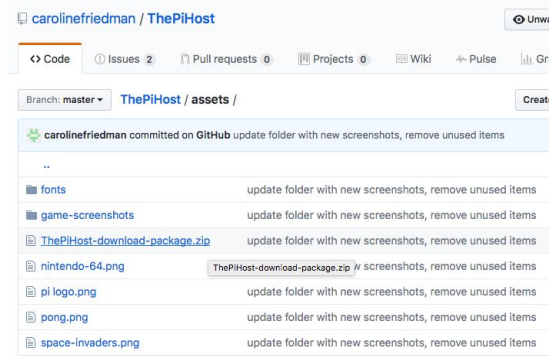**Project Tracker (Trello):** https://trello.com/b/UeRWSgir/part-1-project-tracker
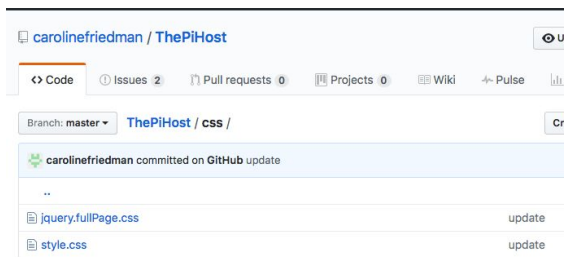

VCS (GitHub): https://github.com/carolinefriedman/ThePiHost
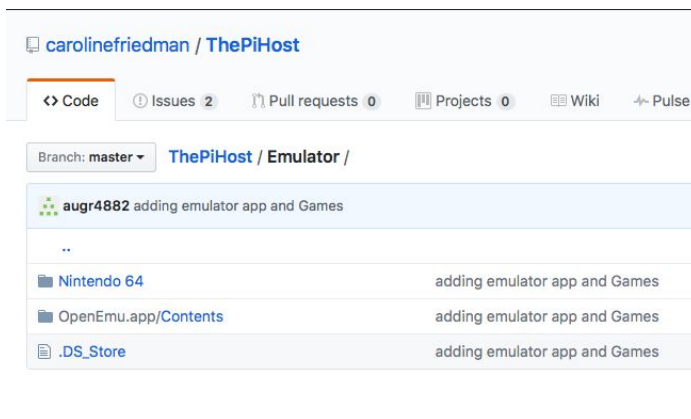
Demo Video:

Contributions:

Caroline:

carolinefriedman / ThePiHost

<> Code   ⓘ Issues **2**   Pull requests **0**   Projects **0**   Wiki   Pulse   ⎮⎮ Gr

Branch: **master** ▾   **ThePiHost** / **assets** /   Creat

carolinefriedman committed on GitHub update folder with new screenshots, remove unused items

..

📁 fonts	update folder with new screenshots, remove unused items
📁 game-screenshots	update folder with new screenshots, remove unused items
📄 ThePiHost-download-package.zip	update folder with new screenshots, remove unused items
📄 nintendo-64.png	update folder with new screenshots, remove unused items
📄 pi logo.png	update folder with new screenshots, remove unused items
📄 pong.png	update folder with new screenshots, remove unused items
📄 space-invaders.png	update folder with new screenshots, remove unused items

carolinefriedman / ThePiHost

<> Code   ⓘ Issues **2**   Pull requests **0**   Projects **0**   Wiki   Pulse   ⎮⎮

Branch: **master** ▾   **ThePiHost** / **css** /   Cre

carolinefriedman committed on GitHub update

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📄 jquery.fullPage.css	update
📄 style.css	update

Austin:

carolinefriedman / **ThePiHost**

<> Code   ⓘ Issues **2**   Pull requests **0**   Projects **0**   Wiki   Pulse

Branch: **master** ▾   **ThePiHost** / **Emulator** /

augr4882 adding emulator app and Games

..

📁 Nintendo 64	adding emulator app and Games
📁 OpenEmu.app/Contents	adding emulator app and Games
📄 .DS_Store	adding emulator app and Games

Josh:

<> Code   ⓘ Issues 2   Pull requests 0   Projects 0   Wiki

Branch: master ▾   **ThePiHost** / spaceDefenders / src / **Bullets.java**

gpogoncheff Finishing touches to spacedefenders

1 contributor

75 lines (62 sloc)   1.8 KB

```java
1   import java.awt.Graphics;
2   import java.awt.Color;
3   import java.awt.Rectangle;
4
5   public class Bullets{
6       public int x;
7       public int y;
8       public int bulletSpeed = 12;
9       public final int width = 3;
10      public final int height = 3;
11      public int playerScore = 0;
12      public boolean inPlay;
13      public boolean isShooting = false;
14      public boolean moveLeft = false;
15      public boolean moveRight = false;
16      public int moveSpeed;
17      Rectangle boundingBox;
18      boolean collision = false;
19      public int numShots = 1;
20
```

<> Code   ⓘ Issues 2   Pull requests 0   Projects 0   Wiki   Pulse   Gra

Branch: master ▾   **ThePiHost** / spaceDefenders / src / **AlienBomb.java**

gpogoncheff Finishing touches to spacedefenders

1 contributor

69 lines (56 sloc)   1.45 KB

```java
1   import java.awt.Graphics;
2   import java.awt.Color;
3   import java.awt.Rectangle;
4
5   public class AlienBomb{
6       public int x;
7       public int y;
8       public int bombSpeed = 1;
9       public final int width = 3;
10      public final int height = 6;
11      public boolean inPlay;
12      public boolean isShooting = false;
13      public boolean moveLeft = false;
14      public boolean moveRight = false;
15      public int moveSpeed = 1;
16      Rectangle boundingBox;
17      boolean collision = false;
```

<> Code   ⓘ Issues 2   Pull requests 0   Projects 0   Wiki   Pulse   Gra

Branch: master ▾   **ThePiHost** / spaceDefenders / src / **Shooter.java**

gpogoncheff Finishing touches to spacedefenders

1 contributor

45 lines (39 sloc)   1.05 KB

```java
1   import java.awt.Graphics;
2   import java.awt.Color;
3   import java.awt.Rectangle;
4
5   public class Shooter{
6       public int x;
7       public int y;
8       public int health = 100;
9       public final int width = 30;
10      public final int height = 10;
11      public int moveSpeed = 3;
12      public boolean moveLeft = false;
13      public boolean moveRight = false;
14
15      Bullets bullet;
16      Rectangle boundingBox;
17
18      //contructor
19      public Shooter(int x, int y){
20
```

<> Code   ⓘ Issues 2   Pull requests 0   Projects 0   Wiki   Pulse   Gra

Branch: master ▾   **ThePiHost** / spaceDefenders / src / **Alien.java**

gpogoncheff Finishing touches to spacedefenders

1 contributor

53 lines (45 sloc)   1.34 KB

```java
1   import java.awt.Graphics;
2   import java.awt.Color;
3   import java.awt.Rectangle;
4
5   public class Alien{
6       public int x;
7       public int y;
8       public final int width = 15;
9       public final int height = 20;
10      public int moveSpeed = 1;
11      public boolean isDead = false;
12
13      AlienBomb bomb;
14
15      Rectangle boundingBox;
16
17      //contructor
18      public Alien(int x, int y){
19          this.x = x;
20          this.y = y;
```

Galen:

carolinefriedman / ThePiHost

<> Code | Issues 2 | Pull requests 0 | Projects 0 | Wiki

Branch: master ▾ ThePiHost / spaceDefenders / src / DropTimer.java

gpogoncheff organizing spaceDefenders branch with folders

1 contributor

26 lines (21 sloc) | 487 Bytes

```
1   import java.awt.Toolkit;
2   import java.util.Timer;
3   import java.util.TimerTask;
4
5   public class DropTimer{
6       Toolkit toolkit;
7       Timer timer;
8
9       public DropTimer(int seconds){
10          toolkit = Toolkit.getDefaultToolKit();
11          timer = new Timer();
12          timer.schedule(new DropTask(), seconds*100);
13      }
14
15      class DropTask extends TimerTask{
16          public void run(){
17              System.out.println("Time");
18              System.exit(0);
19          }
20      }
```

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<> Code | Issues 2 | Pull requests 0 | Projects 0 | Wik

Branch: master ▾ ThePiHost / spaceDefenders / src / GameIO.java

gpogoncheff Finishing touches to spacedefenders

1 contributor

47 lines (36 sloc) | 1.08 KB

```
1   import java.awt.event.KeyListener;
2   import java.awt.event.KeyEvent;
3
4   public class GameIO implements KeyListener{
5
6       public GameIO(spaceDefender game){
7           game.addKeyListener(this);
8       }
9
10      public void keyPressed(KeyEvent e){
11          int key = e.getKeyCode();
12
13          if (key == KeyEvent.VK_LEFT){
14              spaceDefender.player.moveLeft = true;
15              spaceDefender.player.bullet.moveLeft = true;
16          }
17
18          if (key == KeyEvent.VK_RIGHT){
19              spaceDefender.player.moveRight = true;
20              spaceDefender.player.bullet.moveRight = true;
```

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<> Code | Issues 2 | Pull requests 0 | Projects 0 | Wiki

Branch: master ▾ ThePiHost / spaceDefendersDB / SpaceDefendersDB /

gpogoncheff Updates made to documentation

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📁 .settings	Game now makes use of highscore database
📁 bin/code	Game now makes use of highscore database
📁 libs	Game now makes use of highscore database
📁 src/code	Updates made to documentation
📄 .classpath	Game now makes use of highscore database
📄 .project	Game now makes use of highscore database

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<> Code | Issues 2 | Pull requests 0 | Projects 0 | Wiki | Pul

Branch: master ▾ ThePiHost / tennis / src /

gpogoncheff Documentation added to code for Tennis game

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📄 Ball.java	Documentation added to code for Tennis game
📄 ComputerPaddle.java	Documentation added to code for Tennis game
📄 GameIO.java	organizing tennis branch with folders
📄 PlayerPaddle.java	Documentation added to code for Tennis game
📄 Tennis.java	Documentation added to code for Tennis game

carolinefriedman / ThePiHost

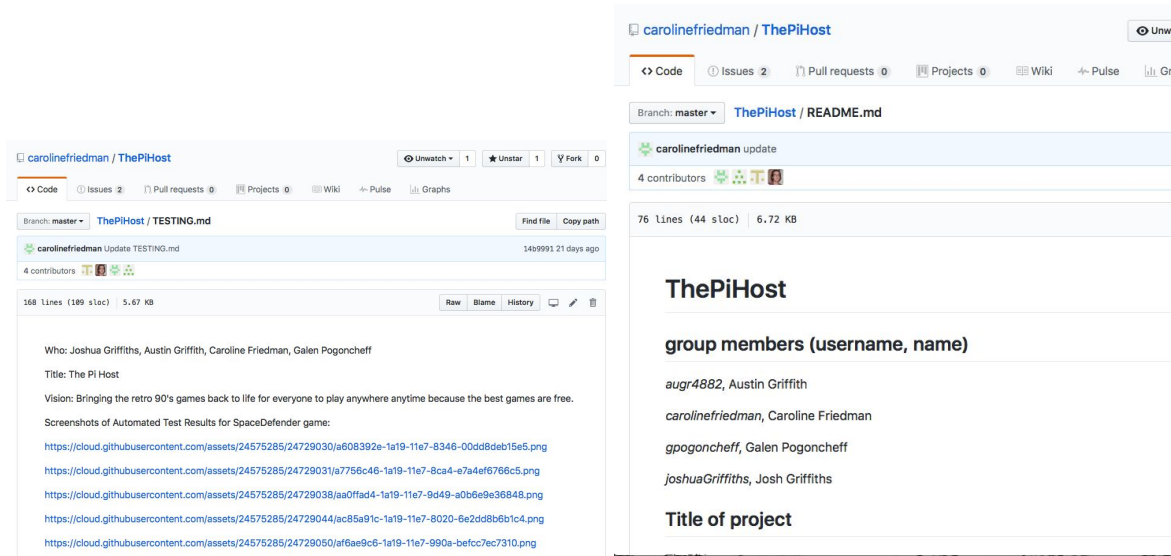<> Code | Issues 2 | Pull requests 0 | Projects 0

Branch: master ▾ ThePiHost / tennisDB /

gpogoncheff Update of database access for tennis

..

📁 bin/code	Added database acces for tennis highscores
📁 libs	Added database acces for tennis highscores
📁 src/code	Update of database access for tennis

Everyone:

Deployment Environment:

Make sure raspberryPi is hosting then type <thepihost.sytes.net> into your web browsing bar

Auto-Doc (Javadoc):

Ran on Menu, spaceDefenders, and tennis java files.

Link: