**Project 1 : Hawaiʻi Five-O – Ka Gofer Simulator**
10 Points
ICS 111
University of Hawaiʻi at Mānoa

The lives of McGarret and Danno aren't always as exciting as they seem on every episode of Five-O. Because of the high cost of living in Hawaiʻi, on weekends they have to moonlight as gofers running errands around the city. Hawaiʻi Five-O – Ka Gofer Simulator is an open world video game simulation of the exciting world of Ka Gofer.
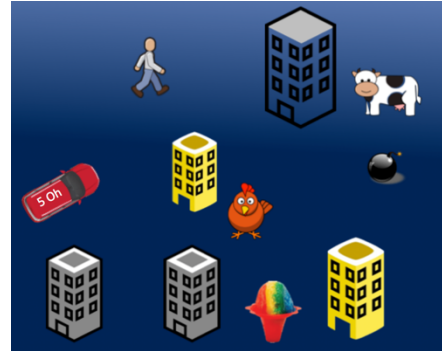
Develop your Gofer simulator as follows:

1. [1 point] - Draw 5 large graphical objects on the screen resembling buildings. Arrange them as to form some kind of obstacle course.
2. [1 point] - Draw 5 smaller graphical objects on the screen (such as a pedestrian, a chicken, a cow, etc). (1 points)
3. [1 point] – Draw a car and use W A S and D keys to steer it around the screen without touching any of the obstacles. Use the W and S keys to move the car forward and back. Use the A and D keys to turn the cars left and right respectively. Use EZ's moveForward() and turnLeft() or turnRight() commands to control your car.
4. [1 points] - If your car touches an obstacle make it crash with a picture and sound effect and the game ends.
5. [1 point] - If car touches one of the smaller graphical objects you collect that item by having it disappear off the screen and playing a unique sound. Every object should have its own unique sound.
6. [1 point] – Properly format and comment all code.
7. [1 point] - Make sure you turn your entire project folder in as a zip file. Do not miss any files. Include EZ.java as well.
8. [1 point] – Make a Youtube video demonstrating your program.

You may discuss strategies for how to write this program with a friend but you must write the code entirely by yourself. During the class and the labs Jason and the TAs will give you additional clues on how to write the program but the majority of the clues will come from the demonstration codes that Jason will present in class.

Handing in the Project

Any work turned in late (even if late by 1 nanosecond) will not be accepted. Laulima will let you submit the assignment multiple times so always submit an earlier version when possible as backup.

Go to your project folder and zip everything up into a single Zip file. Make sure all sound files and images are included as well as a copy of EZ.java and all other java files you wrote. Turn in this zip file in Laulima under the Assignments folder (the same place where you downloaded the assignment in the first place).

As for the video URL, go to the Resources Folder on Laulima. You will find a video subfolder for this project in which you can add your URL.