Galactic Mail

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Changes:

There are two major changes that I have made to make this game more interesting. The first change was to add visual variety by using a moon sprite that have 8 subimages. Then I used the command to make the moon appear with a random subimages.

Another major change was that I added two new planet objects to level 2 to make the game a bit more difficult(picture 1). The planets do not move but if the rocket hit it then it will be destroyed and the game will end. I had to edit the planet because it had some whiteness in the background. In addition, I also added a minor change by using a different background than what was provided in the resource folder.

Picture 1: Planet object for level 2.

Problems Encountered:

I had a problem with the scores restarting to 1000 points when the level changed. I fixed this problem by setting the first 1000 free points to the title object instead of obj_landed. In addition, it was very hard to differentiate the special moon object from a normal moon object so I edited the special moon object by adding a red dot to it (picture 2). This red dot does not show in the game play since the rocket is sitting on top of it.


Picture 2: Special moon object with red dot to differentiate it from the regular moon object.

## Building the Game:

Resources
- This game was more complicated than the previous games, therefore a lot of resources were used. For instance, there are 8 different sprites that were used (picture 3)
- In addition, there are four sounds in this game. These sounds are snd_explosion (for rocket collusions), snd_bonus (at the start of a new level), snd_launch (when rocket launch from moon), snd_music (played at the start of the game).
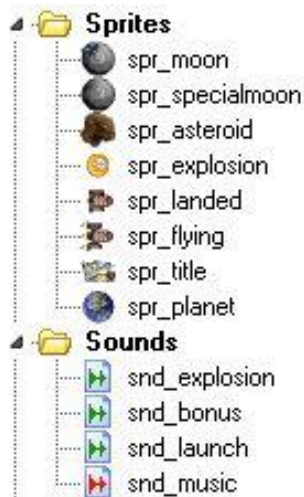
Picture 3: Resource menu showing sprites and sounds.

Object Events and Actions
- A background_main was created using a space background that was obtained from the internet.
- Nine objects were created to make this game. All of the objects were created from their corresponding sprites (picture 3,4). Except for obj_finish which does not require a sprite.
- Four rooms were created using the same background_main.
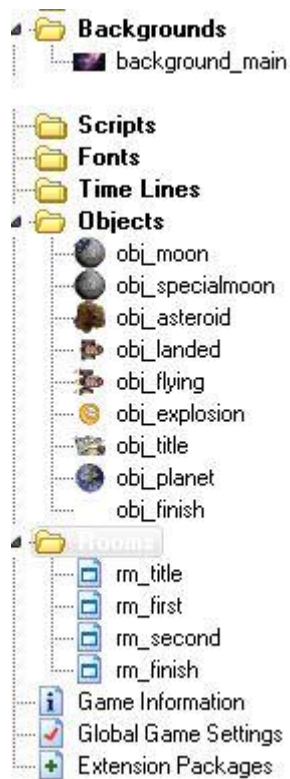
Picture 4: Resource menu showing backgrounds, objects, and rooms.

Obj_moon
- Wraps in both directions when it is outside the room. This means that the moon object does not disappear when it goes outside the moon. Instead, it will reappear at the other direction of the room.
- Obj_moon is set to move randomly around the room and will transform into special moon object if a rocket collide with it.

Obj_specialmoon
- This special moon object has a distinguish red dot at the center to differentiate it from obj_moon.
- Special moon object will wrap around in both directions when it is outside the room
- Obj_specialmoon moves around randomly around the room.

Obj_asteroid
- Also wraps around the room in both directions when it is outside the room.
- Moves around the room randomly

Obj_landed
- This object is the rocket when it is landed on the moon.
- Obj_landed can turn around left and right.
- When the spacebar is pressed, obj_landed will "launch" and transform into obj_flying.
- Obj_landed will cause the player to lose -1 points continuously

Obj_flying
- Wraps around the room in both directions when it is outside the room.
- When collided with obj_moon it changed to obj_landed and also changed the moon object to obj_specialmoon.
- Player get 500 points for colliding this object with obj_moon.
- Bonus sound will play when colliding with obj-moon
- After colliding with the last obj_moon, this object will give the player 1000 points and the next level/room will appear after a 1000millisecond rest.
- If obj-flying collides with an asteroid then it will explode and be destroyed.
- The same thing will occur if this object collide with a planet
- Obj_flying can move in any direction using the left and right keys on the keyboard

Obj_explosion
- Plays the snd_explosion sound when a rocket collides with an asteroid or a planet.
- Shows high-score table and reset game

Obj_title
- Plays the snd_music at the start of the game and set the score at 1000
- Pressing any room will make the game proceed to the next level/room

Obj_planet
- No events, this object is stationary and the rocket will explode if it collide with it.

Obj_finish
- Displays "Congratulations! You are the Master of Space Delivery!" message
- Gives the player an additional 2000 points
- Show high score table and reset the game
- Will only show if the player successfully complete the game by delivering all the mails to the moon.

Game Information:

Instructions

The objective of this game is to deliver mail from one moon to another by flying a rocket to it. However, you must avoid the asteroids that are hurling through space. If you hit an asteroid, your rocket will explode and the game will be over. For every successful mail delivery, you will earn 500 points! Try not to stay on one moon too long because you will continuously lose points for being on the moon. Once all the mail is delivered, you will go on to level 2! When you finished level 1, you will also earn a bonus point of 1000! In level 2, there are planets that your rocket must also avoid. Complete level 2 and be the master of space delivery!

Controls:

<Left> Moves the rocket to the left.
<Right> Moves the rocket to the right.
<Spacebar> Launches the rocket from the moon.
<Esc> to exit the game
<F1> Help page
<F5> Start game
<F9> Takes a screenshot of the game