OOP FINAL PROJECT

1. Introduce about game

Our project is about the pixel game. This game is based on mario, however, we mordernize this one and make a new game about the Carribean pirates.

This game is build from Java language. We choose this language because of this convenience and this is an object-oriented programming language. Furthermore, Java also have a significant number of open source libraries.

1. Game entities and rules

* Entities and object.

In this game, player transforms a pirates. The mission of player is kill all survival and kills all of enemies. Moreover, there are also healing potion for player. Traps are the things that player must overcome to void end game at this time player touch it.

* Game rules

This game rules is that player just clear all of enemy in order to clear statge and come to next level. Now this game have 3 different levels.

In this game, player must kill all enemy and avoid being attacked by enemies. If the health down to 0 the game will be end. Furthermore, in game also have a healing potion for player can health the healing bar to protect their from enemies. Beside killing enemy, player also must dodgle bullets from cannons to avoid lost their health. Next, traps are also the things that player must overcome if they do not want to reset this levels.

* How to play this game:

Player can start game through “Play” button in the menu. Pressing A to move to the left, pressing D to move to the right. Player can put “space” for jumping and J for attacking. Whenever player want to stop game, they can press “esc” to open stop menu which can help you pause this game or return main menu. The mission of player is dodge bullets from cannons and traps, after that kills all of enemies to finish this game.

1. Class diagram

First of all, we must creat the windown that we can add image. Then we add keyboard and mouse indentified class. We use “game state” to control the state of game (including starting-menu, playing state, finish state – back to menu). To have more than 1 level, we have to creats classes that manage the levels of the game, because each levels have a specific class as well as a number of enemies and objects. Player, enemies which can move are creats with same structure when we have to make another one for objects which cannot move. Finally, we add sound effect for each activities of players as well as sound of game.

That’s all about our process to make this game.

1. Conclusion

That’s all our presentation about our final projects.