Auralux

Submitted by:

Shaindel Tobi ID: 328617584

Ori Zadok ID: 315441196

Daniel Or Abayev ID: 318405487

Game name : Auralux

In this exercise we make remake the game auralux.

The target in the game is to conquer all the planets.

Design and files:

Board : responsible to reading the board and make the neigbhors list in the planets.

Collision handling : responsible to all the collisions

Control planet : base class to the player and the opponent.

Graphic : responsible to the textures and font.

Manage planet : class which containing the planet and the units and manage them. (not derive from object because don’t an object – just manage them. Manage refer to the objects and control refer to the owner of the planet)

Menu – class to manage the screens.

Music – class to the music in the game.

Object – base class for the planet and unit.

Opponent – class for the opponent control – include its AI. derive from control planet.

Planet – class for the planet data – derive from object.

Player – class for the player - derive from control planet.

Screen – class for the screens.

Unit – class of the units, – derive from object.

Main data structure:

In the controller we have all the level planet and the opponent and player.

In control planet there is list of neighbors.

Manage planet contain the units of planet(those in the way to another planet and those around the manage planet planet)

Algorithems –

We use the command pattern to implement the menu screen and multimethods to handle collisions.

Make an algorithem to the opponent AI base on 6 options, priority and the time this option wait to make.

We make some of particle system options – the units move toward planets, we handle their collisions and the move around the planet in "load page" movement (the closet name to the move they make).

Additional Comments:

Level text should be in the next format –

Number of planet

Color (B/E/Y/R/G), position of the planet, number of upgrades, the neighbors of the planet(their number, the first planet is planet number 0).