

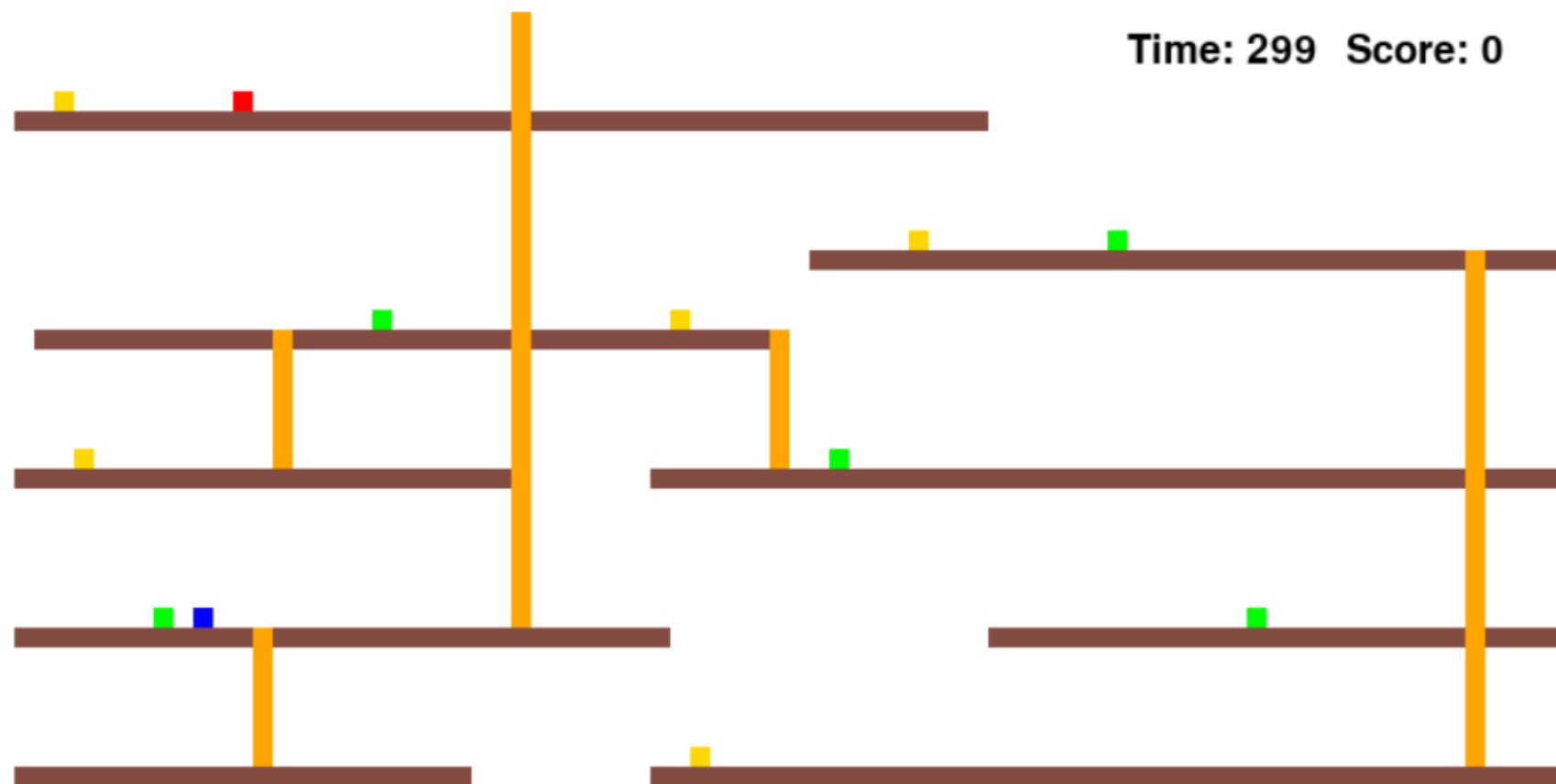
Minigame

Diogo Moreira, 93127

Context

- The player must collect the eggs positioned in each level, before a countdown timer reaches zero.
- In addition, there are piles of food which may be collected to increase points but will otherwise be eaten by enemies that patrol the level, which stop for a while after eating them.
- If the player touches a hen or goes outside the map, i.e., falls through a gap in the bottom of the level, he dies.
- Each level is made of solid platforms and ladders which the player can use to move around.

Eggs: yellow squares 
Food: green squares 
Enemy: red square 
Player: blue square 
Ladders: orange square 
Floor: brown square 



Patterns used



Flyweight



Floor



Ladder



Eggs



Food

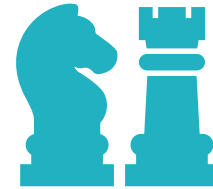
Observer



Game Manager

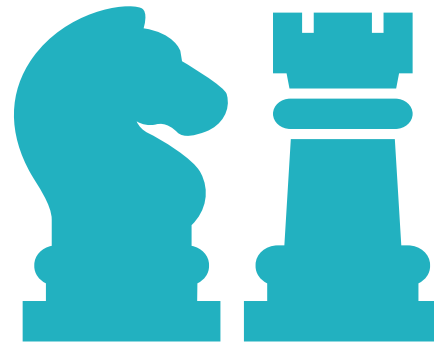


Player



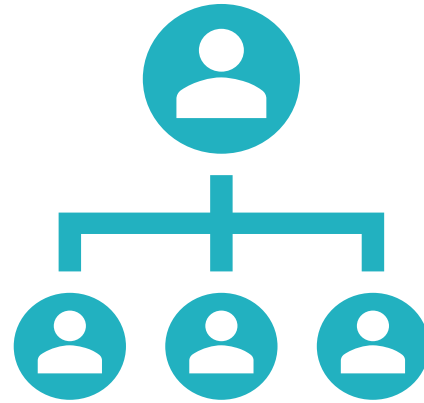
Enemy

Prototype

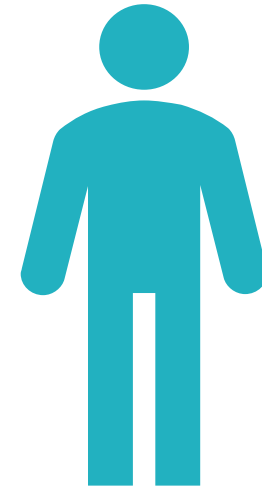


Enemy

Singleton



Game Manager

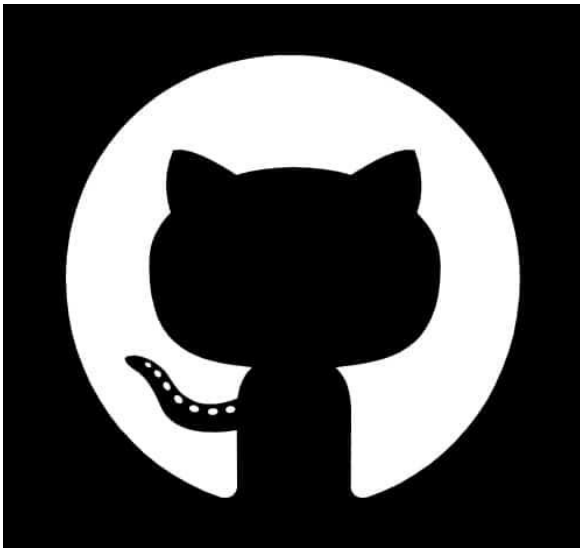


Player

Biggest challenges

Implementing patterns

Physics simulation



GitHub

[HTTPS://GITHUB.COM/DETIUAVEIRO/PROJECTO-MINI-JOGO-DIOGOEMOREIRA](https://github.com/detiuaaveiro/projecto-mini-jogo-diogoemoreira)

End