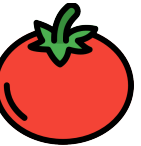


# Star Pizzas



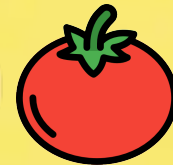
Save the Galaxy with Pizzas!



***Yet Another Collision Game...  
...with a Fresh Take from the Oven!***

**Capitan Slice's Mission**

**get:**



**avoid:**



**move:**

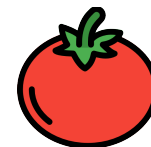
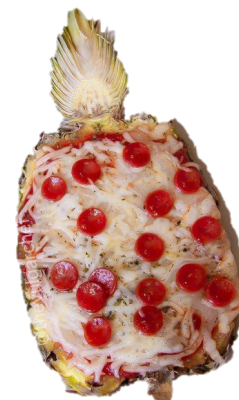
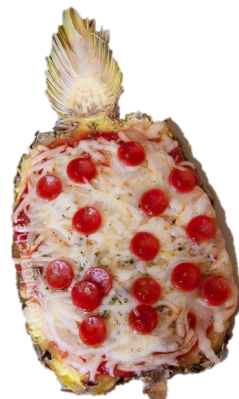
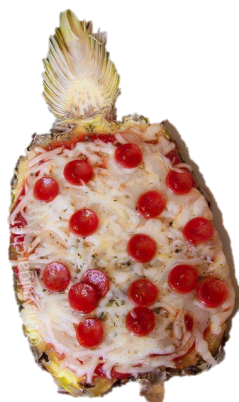
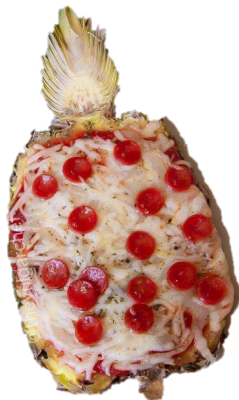
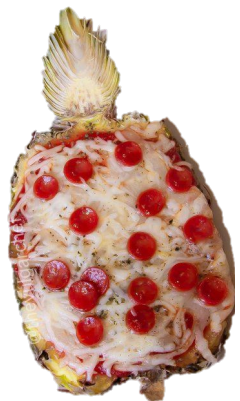


**fire: f**



If you LOSE

*Don't get desperate.  
Try Again.  
YOU can Make It!*



If you WIN

*You Made It!*





## *Features*

Player can move in a 2D environment

Toy-physics with acceleration and inertia

Player can shoot

Gain points by hitting a class of “goodies”

Lose lives by hitting the “baddies”, aka pineapples

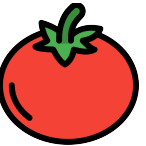


## *Code*

5 classes: Game, Player, Goodies, Baddies & Bullets

Game class manages:

- 1 – collision check (player, NPC, bullets)
- 2 – objects life cycle (creation, deletion)
- 3 – user events
- 4 – game loop
- 5 – game over status



## *Future Features*

Add more recipes / themes

Add animations

Add PizzaBase with tricky landing mini-game

Complete game refactoring



## *Starting From Scratch*

More time spent  
on designing the classes / OOP

More time spent on understanding how to acquire,  
modify and manage the AV assets





## Credits & Thanks

Thanks to: Uros (the best coder-coach!), Julián (best TA) and

♥♥ Love to Chieko, for her unending support 😊

