Java Project

Project Name: Flying Chicken

Due Date: Till the Final Week

Number of allowed team members: At most two students

Scenario: This is a simple 2-D game will be played by keyboard. A chicken will fall vertically while trying to avoid cats randomly waiting on its path with an open mouth. During this journey, the chicken aims to hit targets appearing left and right sides of its path randomly by using its golden eggs. The eggs will be launched by its mouth. Once a target is hit, the player will get points according to the size of the target.

Requirements:
a-) This game will be implemented by Java.

b-) The game has at least three levels. For instance, once the player completes the first level, he/she is allowed to pass the second level. Also, the difficulty levels of the game must be tuned.

c-) Use Case, Activity, Sequence and Class Diagrams are required for the system.