# Block Hero

The goal of this project was to create an enjoyable game that looks smooth and deceptively arcade-like and simple yet with more complex mechanics underneath. Everyone loves an amazing arcade game, but nobody really enjoys them for their smooth graphics (or lack thereof). BlockHero tries to do both, with simple movement controls and gameplay, yet advanced tasks and super-smooth movement.

BlockHero is a 2D game in which you steer the hero clear of the bad guys (square blocks). It’s a very Tilt-to-live kind of game in the sense that, you touch the enemy, you die. However you have help because there are minions who will be on your team. Normally they will just follow you, but if you give them a command, such as kill an enemy, they will shoot towards the enemy. You can also tell minions to rearrange themselves so a certain minion you want to give orders to is at the beginning of the line. You can use minions to initiate cool attacks.

Classes:

The character class is for everyone, all the characters that appear in the game. It has location as its main attribute.

The hero class is the guy you’re controlling. It takes in orders to move from keypressed.

The minions class is for the minions that follow behind you. The key algorithm here is the move function, which makes each minion follow the previous one in line.

The SpecialMinion class subclasses the Minion class, it has only the function move, because it moves differently from the other minions on your team. Instead of following behind you, these guys perform a special attack.

Finally, the Game class runs everything, it’s the top class that will call all the timerfireds,etc.