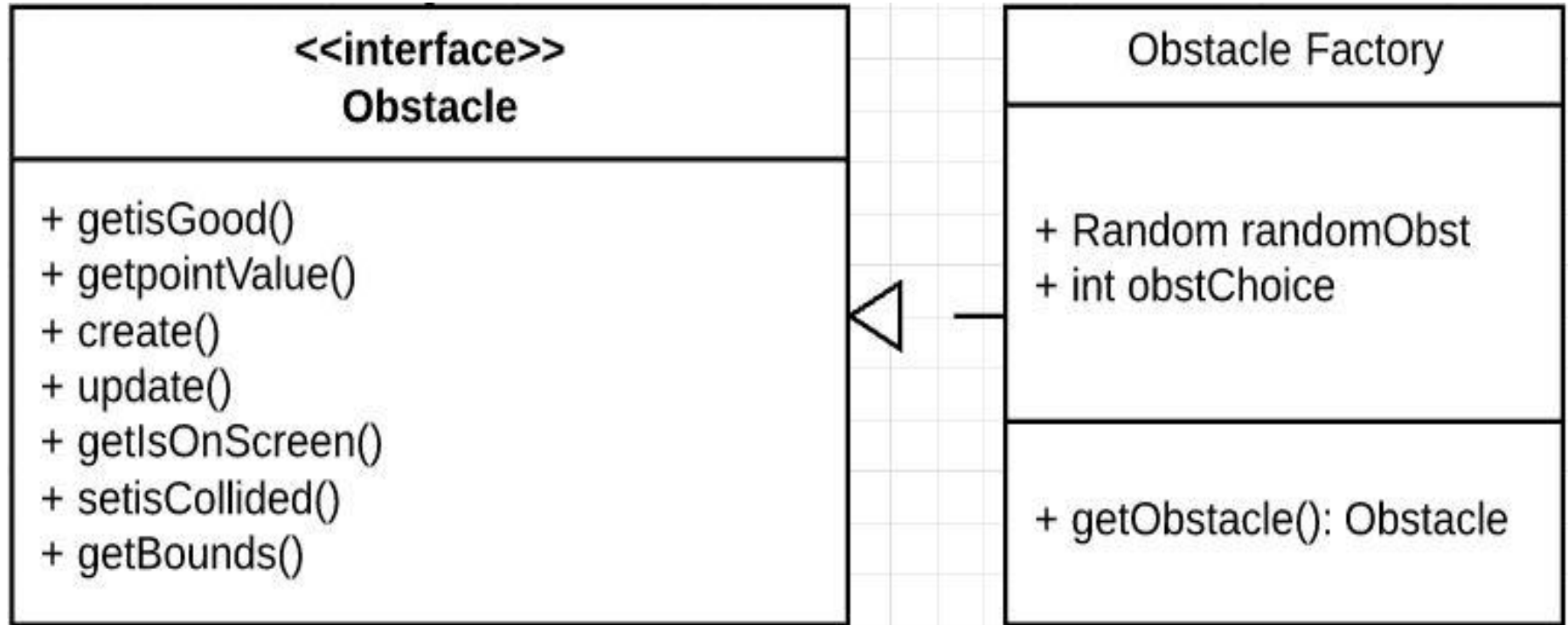


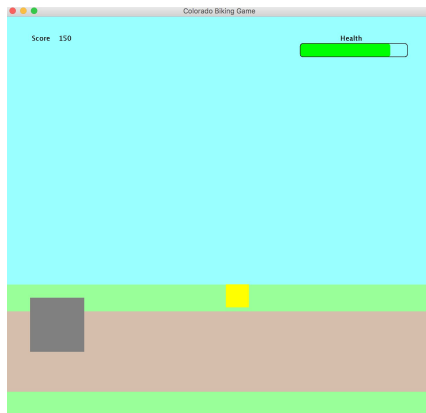
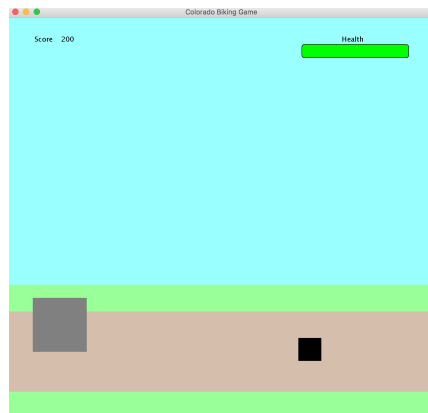
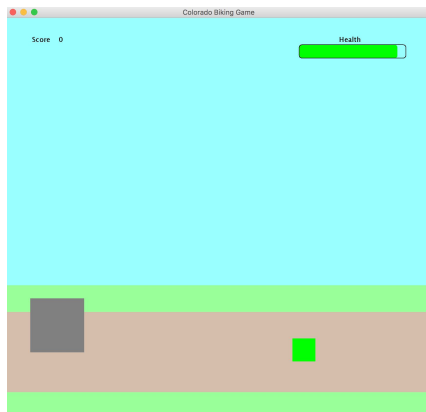
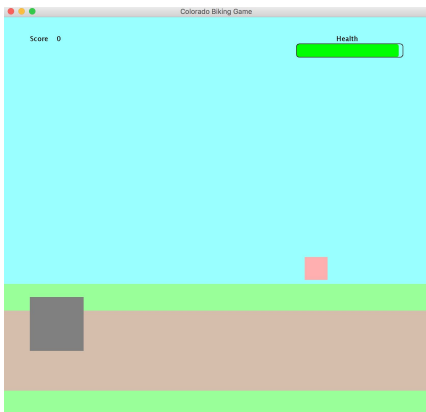
Colorado Biking Game

Brandon Barrett, Brandon Jacquez, Isabella Figueroa,
Dilara Madinger

Demo Video

Factory Design Pattern

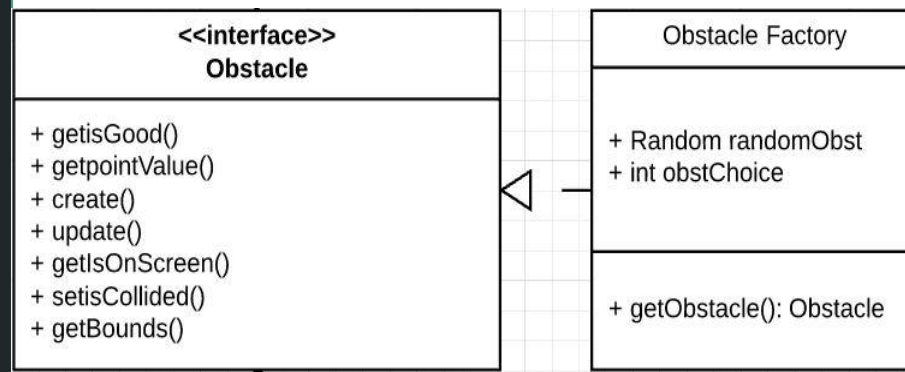
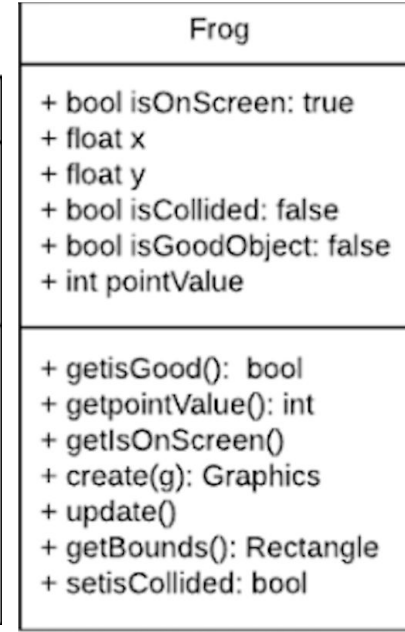
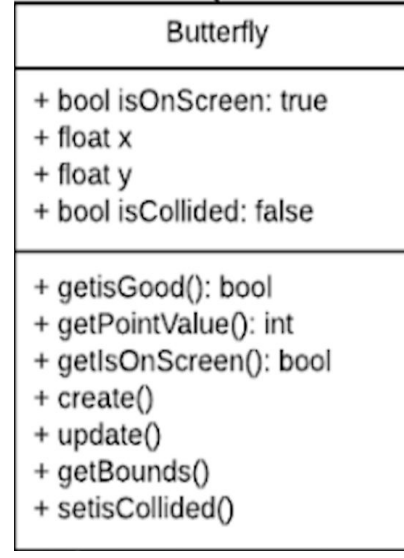
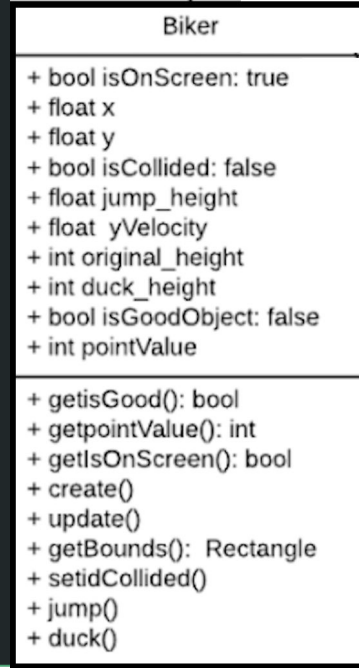
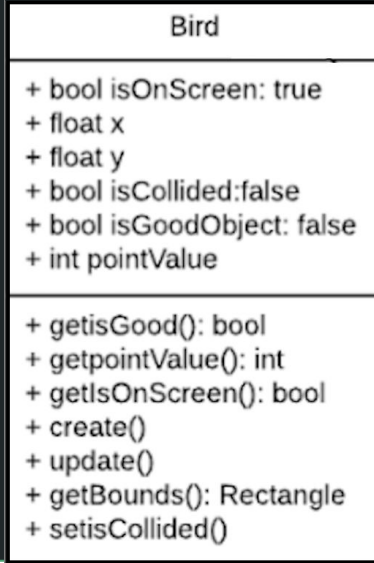




Obstacle Factory
Randomly
Creates Different
Obstacles.

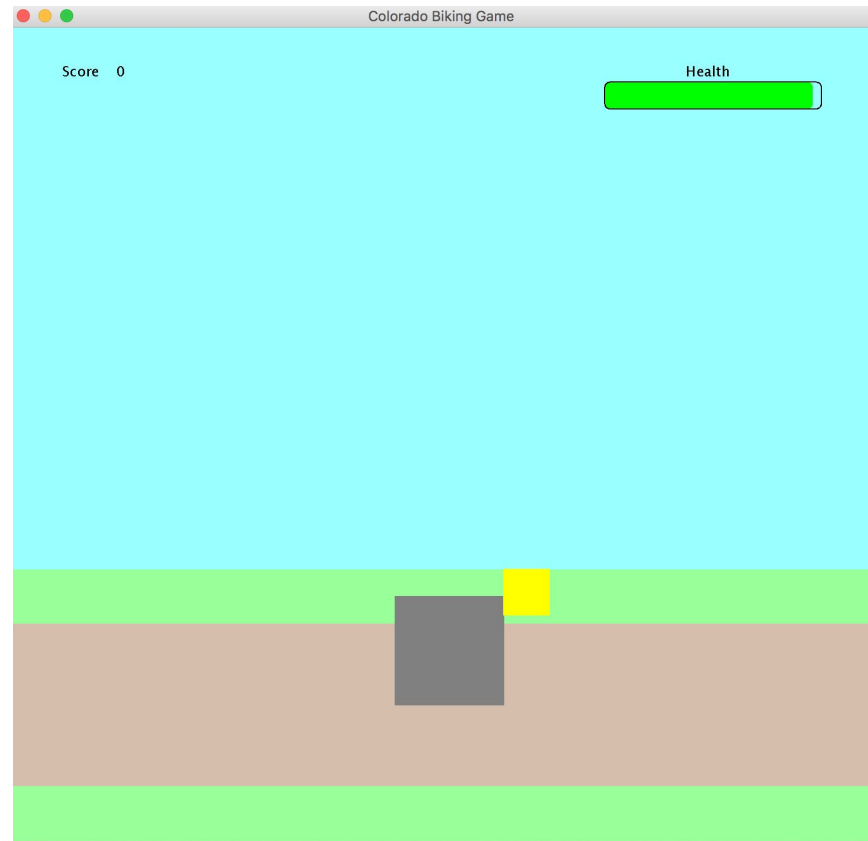
Each has:

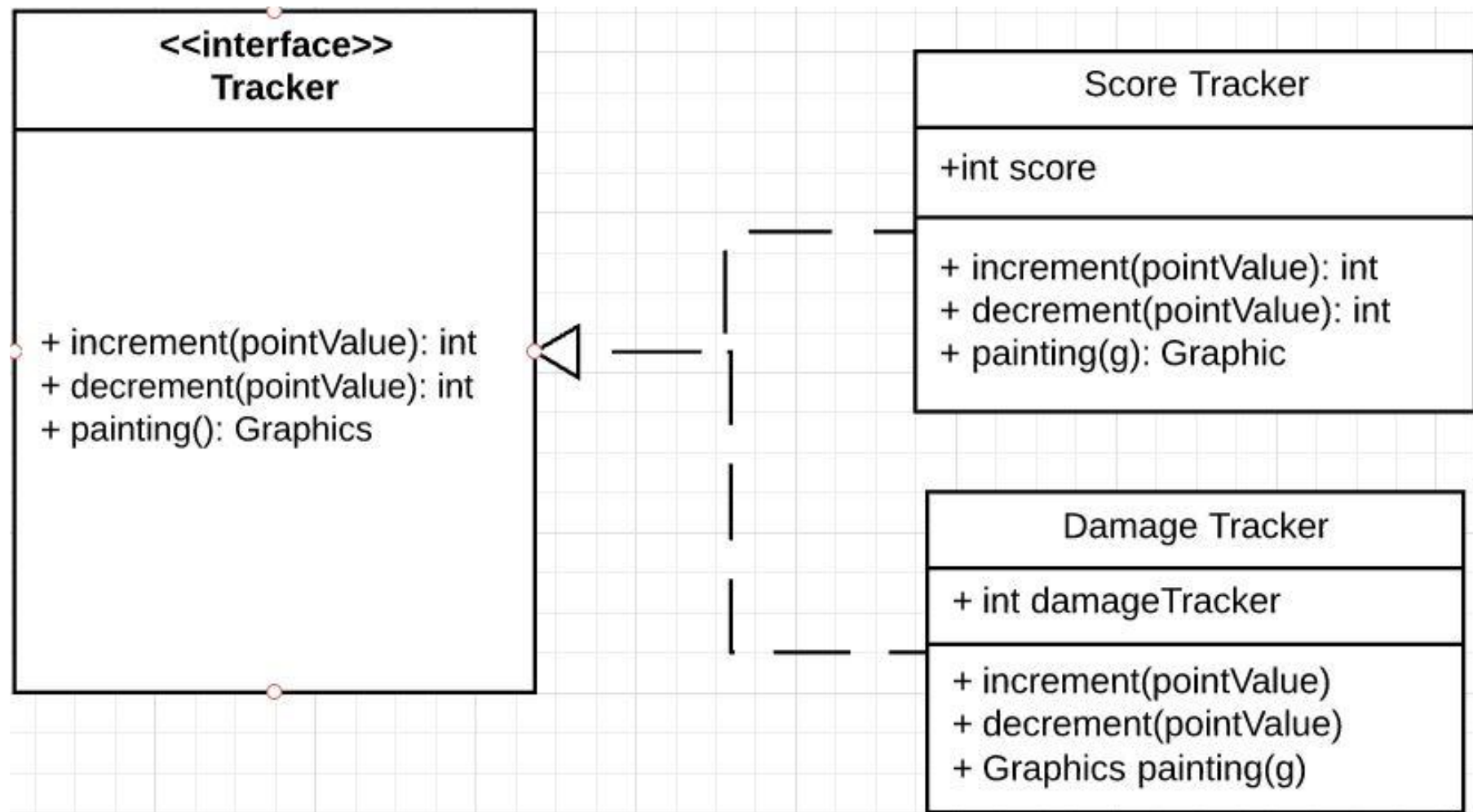
- Paint Function
- Update Function
- Point Values



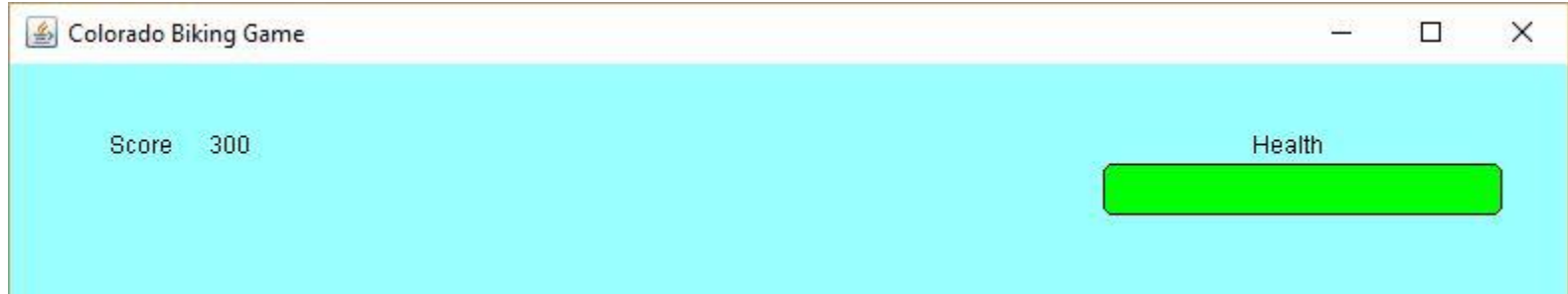
Use Case: Collision Detection

- Use getBounds method in obstacles classes to make a rectangle object with dimensions
- Have Sprite class call intersects() in game loop to detect a collision continuously.
- To avoid multiple deductions to score, we destroy the obstacle after hit and immediately create a new obstacle





Use Case “Trackers”



Score: decrements with frogs, ducks, and a fellow bike.

Increments with butterflies.

Health: decrements with frogs, ducks, and a fellow bike.