

Documentation

Feature 1: Shooting

In my game I have implemented a shooting feature which allows my character a dragon to shoot fireballs. The fireballs collide with enemies in the game to destroy them. I have also added extra functionality to allow the fireballs to have an audio file played when they are fired. My biggest challenge was making the fireball shoot from a desired position which was the dragon and also to make sure it shot from the mouth and not the centre, otherwise it looked unprofessional. The fireballs of the dragon shoot in two directions, I believed this was important as enemies would not only be east or west but in both directions.

Feature 2: High score table

I implemented a high score feature which I found quite complicated but am overall proud of. This feature is able to record the number of seconds a player has used up in the game and also records it with a desired name of their choice. This is all showed at the menu of the game where a high scores button is available to show all high scores. The challenge of this was figuring out how to use the right method calls and file paths to correctly access my files. I did loads of research through webpages and forums and trying out new methods to ensure that I was able to get it working at the end of it all.

Additional Features

Timers

In my game I implemented timers in order to trigger certain actions, for example when the game commences a timer is started at 99 seconds and decrements all the way down to 0. When it has reached 0 the game is closed and the user is redirected to the game over page. In the background unseen I also have another timer which increments for 0. This is later used in reading and writing to show how many seconds the player used up in the game.

Sound

I also used sound in the game for certain collision actions, these include health pickups, player attacks and coin pickups. The coding for this was relatively easy and was not a problem. The Also have menu sounds for each JPanel and recordings made to fit very professionally within the game.

Interesting GUI

I kept trying various GUI themes until I arrived at the dark theme which is seen within my game. I took quite some time ensuring it had gifs and other lively images to bring life within the game.