

STAR WAR

PRESS S TO START

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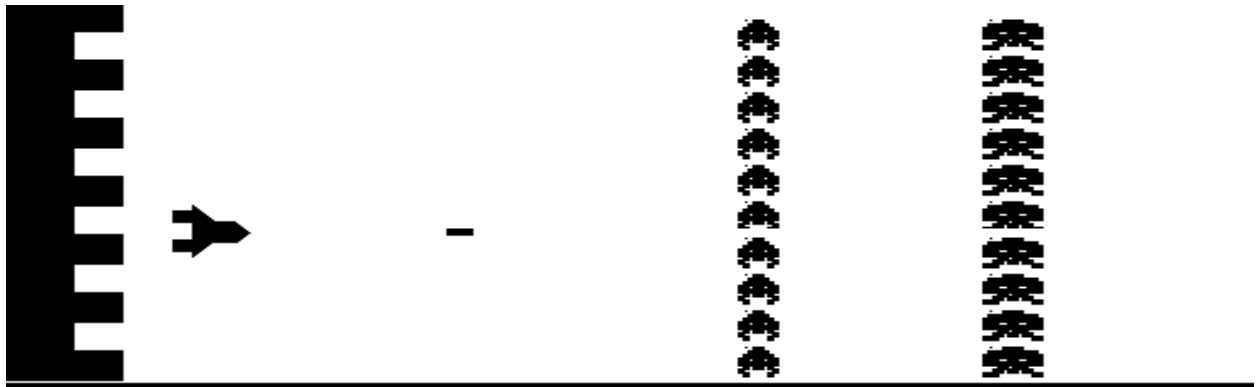
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Star War is a type of single player game with the theme of spaceship. The Aeroplane will go up and down and shoot bullets as to guard the castle away from the monsters.



How To Play :

First, You have to press key S on the keyboard to start the game.

Second, You have to press “Space” to shoot and then press the right button to move the aeroplane.

Third , Be aware of the HP , that is your life during the game .

Enjoy the Game and Good luck!

How to win this game depends on your luck ☺.



How to make the Star War Game :

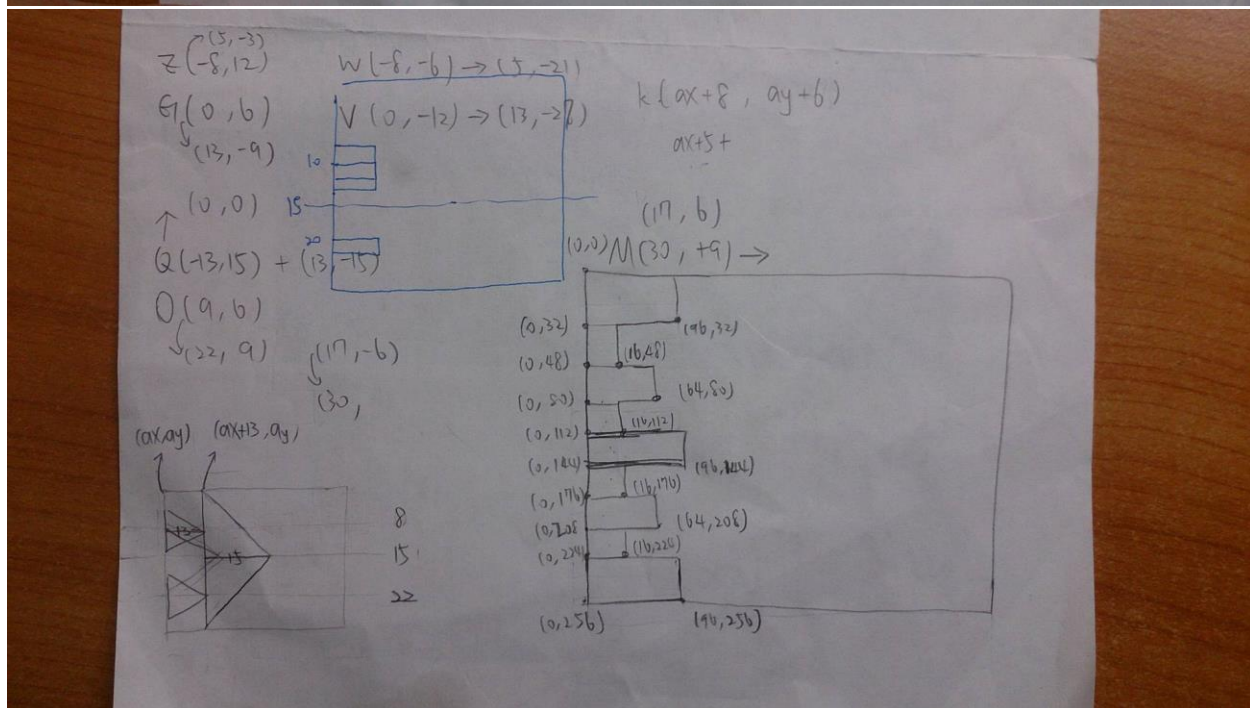
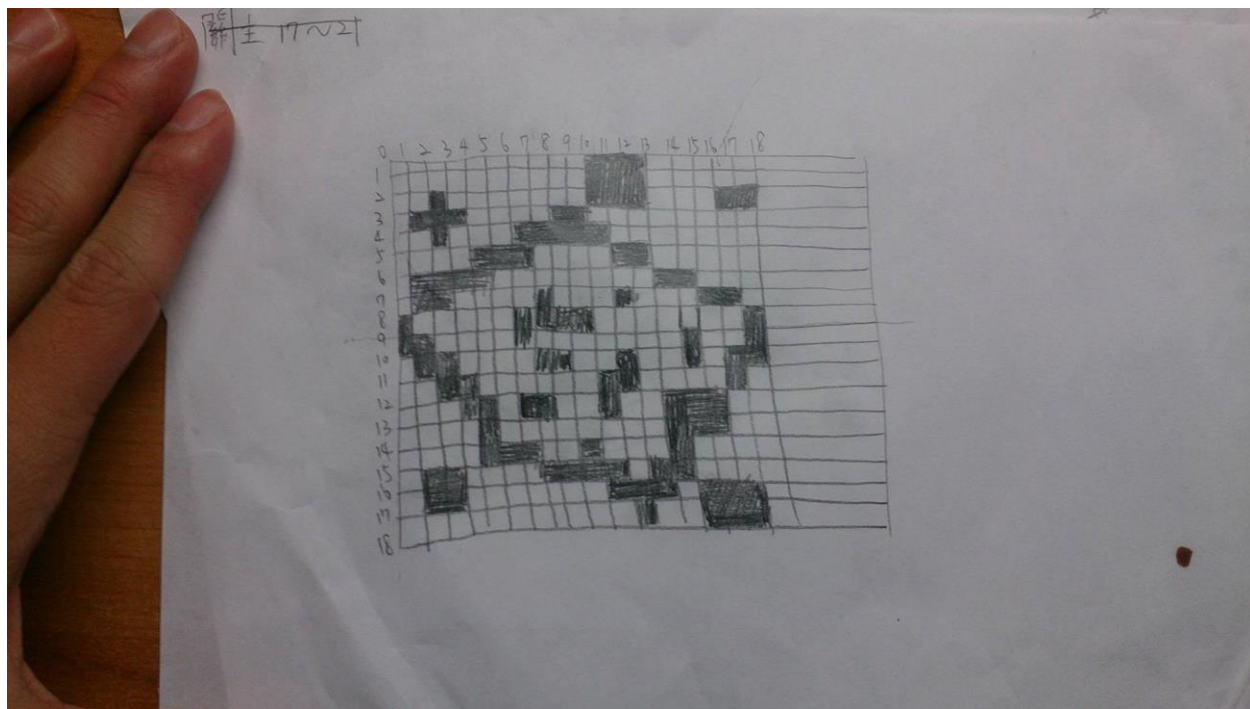
1. Use Notepad++ to type the codes.
2. Star War Game Code is divided into 4 parts :
 - a. Main.jack
 - b. Aeroplane.jack
 - c. StarGame.jack
 - d. StarWarGame.jack
3. Use Jack Compiler to compile the written code.
4. Use VM Emulator to run the games.

Code's Stuff :

1. Main.jack
 - a. Layout for the beginning.
 - b. Start the Game : "Press S to Start"
2. Aeroplane.jack
 - a. Drawing Functions :
 - i. Draw Aeroplane
 - ii. Draw 2 types of monsters.
 - iii. Draw Game Over's stuffs.
 - iv. Draw Castle
 - v. Draw bullet
 - vi. Draw ScoreBoard
 - b. Layout for the Game Over or You quit the game.
3. StarGame.jack
 - a. The code for the level 2.
4. StarWarGame.jack
 - a. Run the game.
 - b. Command the Aeroplane to move.
 - c. The function of erasing the monsters and bullet
 - d. The function of the shooting bullets.



A small part in the drawing process :



What We Have Learned :

This project has given us so many things to absorb in.

From the very beginning, which is how to write in Jack , use Jack Compiler and use VM Emulator, until we learn about how to cultivate the Jack Language into a magnificent yet not that simple game and other stuffs.

Firstly, We want to thank you the Professor and TAs for assigning us this cool final project. Although this project is only a tiny thing, however it opens our eyes and spurs us to be more creative in thinking and implementation in the upcoming years.

We all likes playing games, we take them as a relaxation in our spare time. But we never dived into the sea. Making games is not as easy as playing games. We encountered a lot of bugs and errors. We have encountered a lot of fiasco many times in the processing of making this game.

