

Score: 179
High: 295
Time: 84

THE FIRE SHOOTER GAME

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Share...

World

GameEngine

Director

Counter

Enemy

HealthBar

Player

Projectile

SuperPower

WeaponButton

INTRODUCTION TO GAME

Our game is called the 'The Fire Shooter'. The shooter will aim to shoot all the enemies from eight directions avoiding being attacked from them, to protect the land.

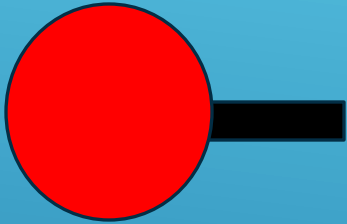
If the shooter kills one enemy, then the score increases by 1 and the cash increases by 5.

As the game progresses, the attacking speed will increase, and game will get tough.

It is compatible with any devices, it has a touchscreen interface

Several white lines of varying lengths and angles are positioned in the bottom right corner of the slide, creating a modern, abstract graphic element.

CHARACTERS & COMPONENTS :



Player



Enemy



Projectile 1



Projectile 2



Projectile 3



Health Bar



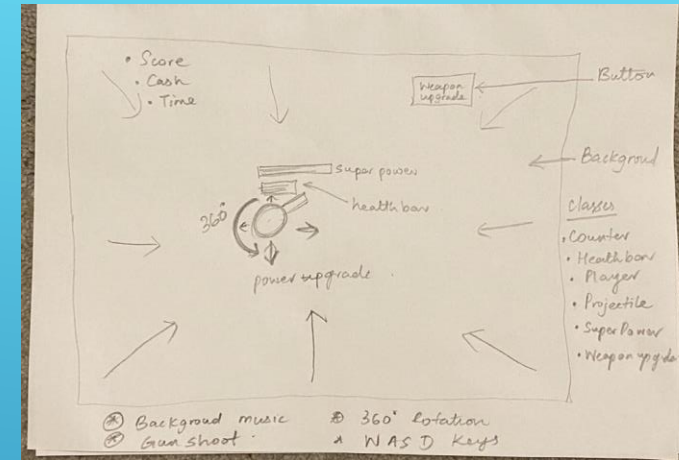
Super Power

**Weapon
Upgrade**

**Score: 2
Cash: 10
Time: 7**

DESIGN CONSIDERATIONS

- ▶ Background: Plain/Image
- ▶ Score, Cash, Time – Left
(Menus and the Navigation bars traditionally on left)
- ▶ Weapon Upgrade button: Right
- ▶ Characters- Pirates, Attackers, Armies
- ▶ First, we aimed to make the game in a time constraint later, we removed the time constraint and increased speed of the enemies and, also display the lose screen with how many seconds we survived



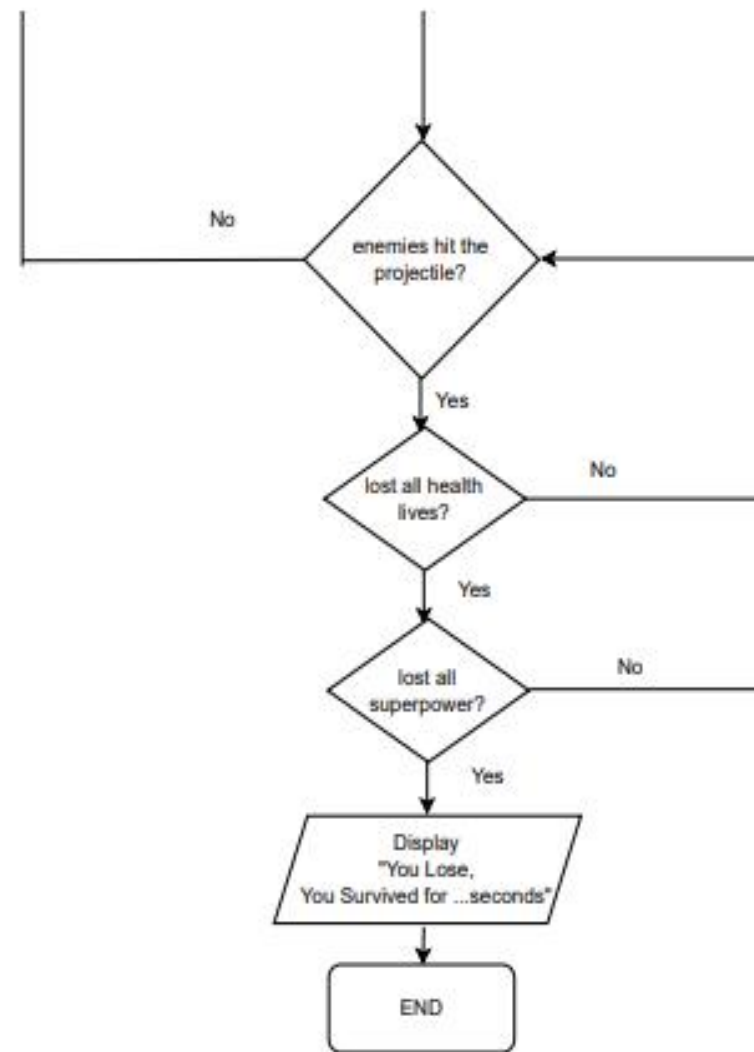
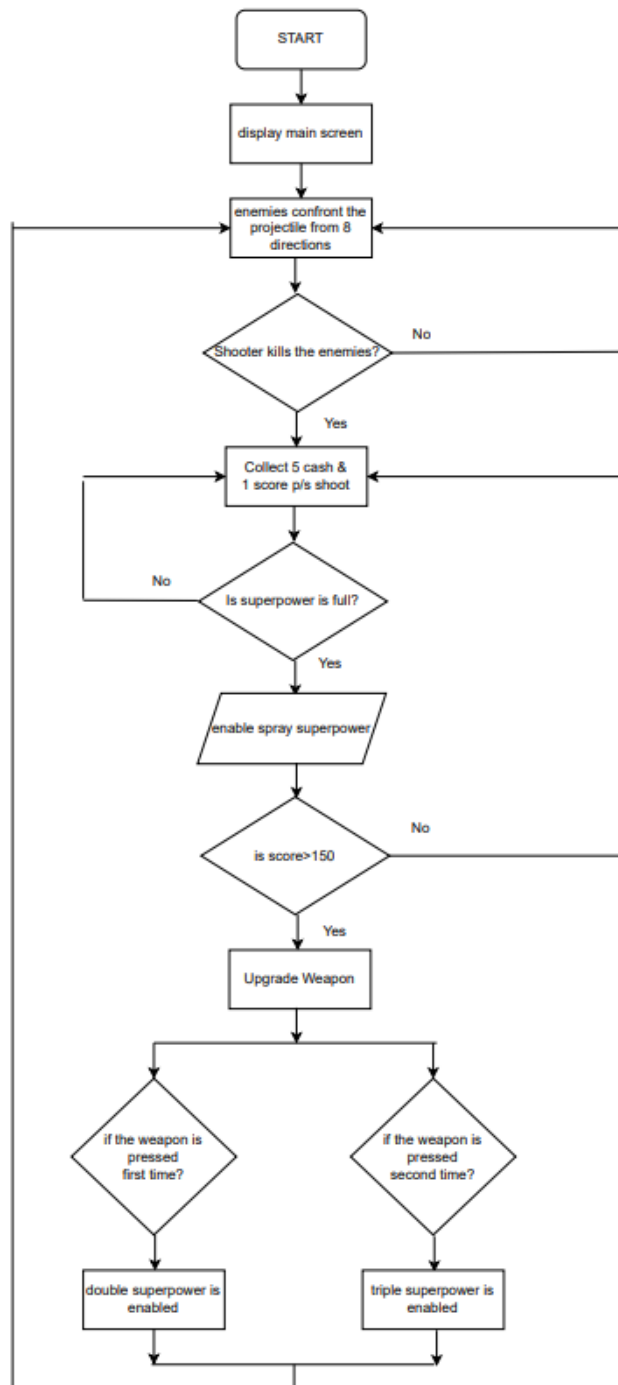
Draft



Proposal



Current Background



Super Class & Sub-Classes

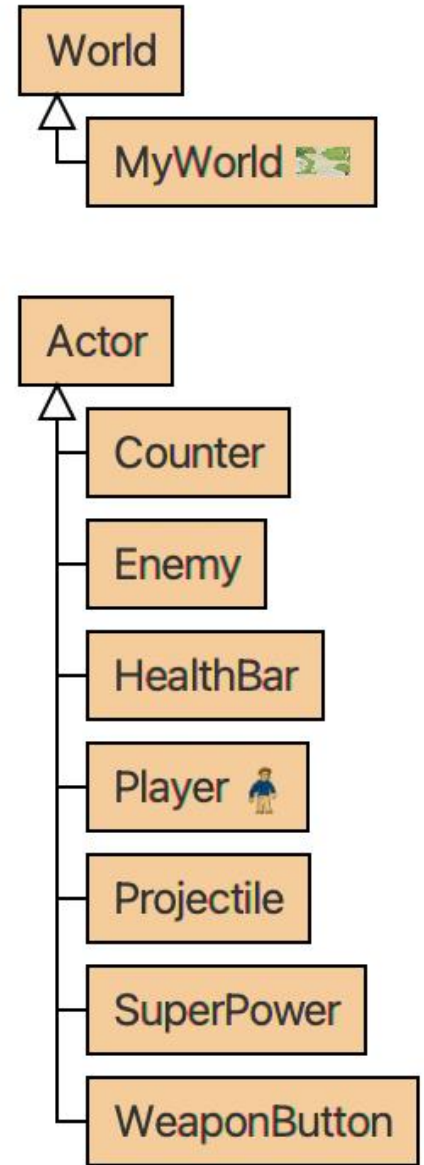
Class:

My World

Actor

Sub-Classes:

- Counter
- Enemy
- Health Bar
- Player
- Projectile
- Superpower
- Weapon Button



DEVELOPMENT OF THE GAME

ISSUES ENCOUNTERED

- ▶ The screen was too small, and the enemies quickly came and were attacking the player, so we had to increase the size of the background.
- ▶ In the Enemy Sub Class, we didn't put `count++` in the `act` method and added it, this allowed the count to go up.
- ▶ Bracket Matching- we missed a closing bracket while we was setting the image for counter. Matched the bracket
- ▶ Typing Error – Typed `-150` instead of `150` which didn't allow the player to upgrade the weapon. Looked through the whole code and found the error.
- ▶ Braces- Didn't close the braces for the if statements which didn't execute the condition. Closed the braces.
- ▶ Could not animate the player since we did not upload all 16 animation pictures, later uploaded all 16 animated pictures

GAME WALK THROUGH + TESTING

- ▶ Moving the Player using W A S D keys
- ▶ Enemies coming from 8 directions and following the player
- ▶ Player defeat one enemy and get one score and 5 cash
- ▶ Health Bar reduces while the enemy attacks the player
- ▶ Health Bar increases while the player shoots the enemy
- ▶ Super Power upgraded when the super power bar is full
- ▶ If the player gets 150 cash the weapon could be upgraded.
- ▶ The Player upgrade the weapon twice.
- ▶ Losing the Game- it displays the message as how long you survived in the screen.

Test No	Proposed Test	Data Entered	Expected Result	Actual Result
1	Moving the player	W A S D keys	The W A S D keys should move the player	W A S D keys move the player
2	Enemies coming from 8 directions	Press Start	The enemies should automatically come from 8 directions	The enemies come from 8 directions
3	Enemies follow the player	WASD keys	Enemies should follow while the player moves	Enemies follow the player's movement
4	Score, Time and Cash		The score, time and cash should display on screen	It displays the score, cash and time on screen
5	Player earning score and cash	Score 1 5 cash	Player should get 1 score and 5 cash when they defeat an enemy	Player get 1 score and 5 cash when they defeat an enemy
6	Player Health Bar reduces		Health Bar should reduce while the enemy attacks the player	Health Bar reduces while the enemy attacks the player

REFERENCES

► Music:

Pixabay(2022). Gun shooting Things. Available at: <https://pixabay.com/sound-effects/search/gun/> (Accessed: 12 January 2023).

► Picture of the enemy:

Open Game Art.(2022). Animated Top-Down Survivor Player. Available at:
<https://opengameart.org/content/animated-top-down-survivor-player> (Accessed: 15 December 2022).

A

BNU Programming

Concepts Module from Blackboard

Tutorial Slides

Greenfoot Tutorial

https://www.google.com/search?q=greenfoot+tutorials&rlz=1C1GCEA_enGB1042GB1042&hl=en-US&tbm=vid&ei=nJXOY4CJOoqAhbIP46eJkAM&start=10&sa=N&ved=2ahUKEwiAx6jT7938AhUKQEEAHeNTAjIQ8tMDEgQIDxAE&biw=1253&bih=541&dpr=1.5#fpstate=ive&vld=cid:cf601f06,vid:rjRKL342oqg

EVALUATION

- ▶ Weapon button design could be upgraded to a 3D clickable button.
- ▶ Could create the 3D enemies and the player.
- ▶ Could make the player jump and hide and attack the player.- More attractive
- ▶ Could create the player in attractive way.
- ▶ Could have multi player to attack the enemies.
- ▶ Could create mobile app

THANK YOU!

