ACNM388 Java Coursework documentation

For Milestone 1 of my Java game development project, I have implemented many features into my game. Below I have listed what features I have implemented against the objectives given to us for Milestone 1 in the Project Brief document:

1. I created 3 new DynamicBody classes for each ghost. Called Ghost1, Ghost2 and Ghost3. I created instances of each of these in the GameWorld class and used a Collision Listener to make the player lose a life is you it comes into contact with you.

I also made a DynamicBody class for the balance beam at the top of the screen. Again, I created an instance of this in the GameWorld class.

I also created a class for the spiral at the top of the screen. This class is called Star. And an instance was created in GameWorld.

1. All the new Classes I created where rendered with images. Ghost1, Ghost2, Ghost3, Star, Orange and Ball were all rendered with images. I did this by using the BodyImage tool in each class. I also used the Polygon editor for each of the images I added into the game to make the interactions between each of the characters as natural as possible.
2. For the Background and Instruction Classes, I created a StaticBody BoxShape that would not interact with the player if the player was to go over it. I used this for the background image and the instruction image.
3. I changed the original Controller class controls to use the arrow keys instead of the default controls. I achieved this by changing the VK\_1 and VK\_2 key codes to VK\_LEFT and VK\_RIGHT and VK\_UP for jump.
4. For the Collisions, I created a Class for LiveDown. LiveDown was used for when the player interacted with a ghost. A class called PickUp was used for when the player interacted with a heart or the Orange Class. These Classes called methods from the Ball class to increment the orange count or decrement the number of Lives. The interactions where created using the Collision Listener tool. I called the Collision listener for each Dynamic Body from the GameWorld class. In the Ball Class, when the number of Lives reaches 0, the game terminates and a message is printed in the console saying that you have won. The Number of lives and heart count is also monitored in the console. Whenever a live is lost or a heart is acquired a message is printed to the console.