Java Project

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Donkey Kong

The goal of the overall project was to recreate a version of the classic Arcade game Donkey Kong.

I Planned on creating the first level of the game. I used the Paint component method to draw the objects on the screen and used keyListeners to read the input from the keyboard and move the player sprite on the screen. I would create a super class for the barrels and subclasses which had their own properties, such as the path they would follow on screen.

I wanted to be able to record highscores and display, all the highscores and your own personal highscores.

Overall I think development of the game turned out well, there are planty features to be implemented and loads more to be expanded on.