MonkeyDefence

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What does our program do?

Our program is a shooter game that is controlled by a player. The game's main character is a monkey who must defend himself from attacking Gorillos. Gorillos come from around him in every direction. There are multiple types of Gorillos to add variation to the game. After a while, more Gorillos will endlessly come and band together. When they are together they can be very dangerous.

What Problem Does It Solve?

People who want an excellent form of entertainment should play our game. Our game has bananas, coconuts, and various other weapons that the player can use to shoot at the Gorillos (and who doesn't like that?).

Who Would Want To Use Our Program?

Anyone who has a computer, keyboard, and mouse (or trackpad) can use this program! Our game is very fun and gives people to test their skills in player navigation and shotting. However, they will need an internet connection to download the Java Runtime Environment (JRE). This is needed to run the JAR file.

What Are The Primary Features Of Our Program?

The primary features of our game are shooting bananas at Gorillos that spawn around the monkey. There is also a reward system and a shop where the player can purchase items to assist them. They can purchase more weapons and healing if they are low in health.

Instructions:

Use the W, A, S, D keys to move up, left, down, and right, respectively. You can use the left and right click of the mouse to shoot your weapons. You also use the right-click button to click on the in-game buttons to select weapons and powerups.

Class List

- Banana - The subclass of Weapon, high speed, low damage
- Coconut - The subclass of Weapon, medium speed, medium damage
- CrazyEnemy - Represents the random moving enemy which has less health
- Enemy - Represents the entity the player must destroy. It dies when it comes into contact with the player
- Main - Where all the graphics are created. Handles spawning of all entities takes care of damage, collision and player movement.
- MovingImage - Helps with movement and animations
- Player - Represents the entity the player controls. Has health and uses weapons.
- Poop - The subclass of Weapon, low speed, high damage

● SmartEnemy - This is the enemy that follows the player. It has higher health, but lower speed.

● SplashScreen - Represents the splash screen shown at the launch

● Weapon - Represents the weapons the player uses

Responsibilities

Ethan:
● Enemies
● Collision
● Presentation
● README

Kevin:
● Player movement
● Player model
● Projectiles
● UML Diagram

Credits

● Class Example: Moving Image
● Java API
● StackOverflow
● Google Images (non-royalty images)

Bugs

- The Player may get stuck on the border of the window.
- Buttons do not color on OSX