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Assignment #3 – Task #1

Description: Yogi Bear

Yogi Bear wants to collect all the picnic baskets in the forest of the Yellowstone National Park. This park contains mountains and trees, that are obstacles for Yogi. Besides the obstacles, there are rangers, who make it harder for Yogi to collect the baskets. Rangers can move only horizontally or vertically in the park. If a ranger gets too close (one unit distance) to Yogi, then Yogi loses one life. (It is up to you to define the unit, but it should be at least that wide, as the sprite of Yogi.) If Yogi still has at least one life from the original three, then he spawns at the entrance of the park. During the adventures of Yogi, the game counts the number of picnic baskets, that Yogi collected. If all the baskets are collected, then load a new game level, or generate one. If Yogi loses all his lives, then show a popup messagebox, where the player can type his name and save it to the database. Create a menu item, which displays a highscore table of the players for the 10 best scores. Also, create a menu item which restarts the game.

Task analysis:

The basic elements of the game are the empty area, mountain, tree, player, ranger, basket. The game will be built from these I store them in advance in a text document, so it is easy to modify them and it is safe I can create complete courses. I will store the elements of the given level in a class and that methods belonging to elements. In another class, I store all the levels, from which the MainWindow will be able to work. Premade courses determine the size of the course, but NxM level will be loaded, here the player has to move with W-A-S-D and collect the baskets and make sure that the ranger is not too close to him, because then he loses his life and returns to the starter position. If you manage to collect all the baskets that are on the given level, then the next level is loaded automatically. If you lose all life points, it's game over and asks for the player's name and saves it to the database together with the result. If player is alive and finished all the levels then it will also ask for your name and save it together with your score.

