Game Project

How Do I Begin?

A *very* general overview

1. Make sure the game you are making is grid (2D array) based. Using GridWorld as opposed to just plain Java is great because the GridWorld classes do so much of the work for you, but there are also limitations.
2. Think about the game play and how the user should interface with the game. Mouse, keyboard, both? Which keys? Examine the sample game functionalities in the template folder and observe how they work. Decide how you want the GridWorld window to look and Review the Project Tips from Students document to get an idea of how to make the necessary changes. You’ll be digging into the GridWorld jar files and making changes. Make sure you understand how to change these classes (ask your teacher).
3. Write your game instructions. Be detailed about the rules of the game and how the user interacts and scores/wins. Turn in your folder and get points for the folder and instructions. Ask your teacher any questions you may have about how to proceed.
4. Your game class should extend ActorWorld. That means it will automatically have a Grid of Actors. For each “piece/player/element” of your game, you will make an Actor class with that name, and supply a \*.gif with that name as well. You can use code to determine if a different \*.gif should be used based on that Actor’s state. There are also a host of other fields and methods you get from extending ActorWorld or World.
5. The constructor should be responsible for setting up the initial appearance of the game, and calling show() to make it visible. After that, there are many approaches to implementing game play. That’s what makes it the challenging project (and fun). If you are struggling with the overall design, talk to your teacher for guidance. Get this plan under control as soon as possible so you can focus on making it work properly.
6. Like the working examples, you need a JCreator project that contains all of your Java files and the GridWorld jar file. DO NOT put the framework folder in this project. JUST grab a copy of any GridWorld files you need to edit, put those copies in the folder with your own java files and include them in the project.
7. You can get credit for your \*.gifs as soon as you have a class for each of them, and you can put them in a running grid. They don’t have to do anything at this point, just “exist” in a grid – all of them. Some games have 2 gif’s, some have 30.
8. Make sure you understand what you can get checks for, and watch your timing to make sure you don’t get behind. The game has fewer checks because there is a longer prep time before things start to come together, but you can’t let it get away from you. Remember, your teacher can help!