

## Simple Game Assignment 40 Marks

Getting a graphics to work in Java is a little more complicated than it was in Python but with a bit of practice you should be able to get the hang of it. The point of this assignment is to do just that, give you a bit of practice with graphics. You are required to make a simple fun arcade-style game. The goal of the assignment is to gain an understanding of the Java Graphics environment without getting too bogged down by the logic of the game itself. For a perfect score in Overall Quality I do expect a polished version of the game. If you hate all of my options talk to me, but if not, you are to create one of the following games:

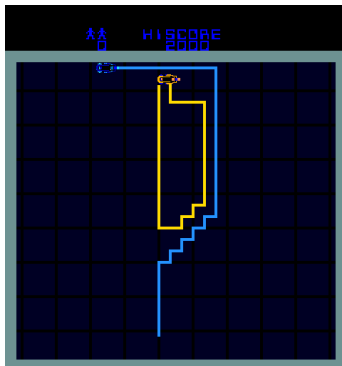
### Space Invaders



### Arkanoid



### Tron Lightcycles



### Frogger



### Evaluation 40 marks

/5	Comments	/5	Object Oriented Design	/5	Score
/5	Graphics	/5	Complete	/5	Compiled jar file
/10	Overall Quality				