

Project 2

Due Sep 20, 2019 by 11:59pm **Points** 100 **Submitting** a text entry box or a file upload
File Types txt **Available** after Sep 14, 2019 at 12:01am

In this project, you will design a simple game using the concepts of a tile-map, custom characters, collision, and keyboard control.

Use **radians** for angles, not degrees!

Minimal requirements:

- . Create a starting screen that shows instructions and prompts the player to click the mouse to start the game.
- . Create a 400 x 400 pixel non-scrolling tile-map that covers the entire canvas. In the tile-map, place the initial positions of the characters in the game.
- . The tile-map contains at most 20 scattered collectible items in the area, at least 1 adversary, and exactly 1 player character.
- . The tile-map should also contain some walls that no one should cross.
- . Design at least 2 different custom characters for the adversary, player character, the wall, or the collectible.
- . The adversary wanders around randomly, but should stop (and turn back a little so it does not get stuck) when it touches a wall.
- . Any collectible disappears after it is collected by the player character.
- . If the player character touches a wall, it should stop and turn back a little so that it does not get stuck on the wall.
- . If the player character touches any adversary, the game is over.
- . If all the collectibles are collected, the player wins.
- . Add winning and losing effects. Be creative!

You may add additional features to make your game even more enjoyable.

Please upload the code of your program that you created as a text file (*.txt) unto canvas when you are finished.

Grading of this exercise will be based on the following:

- . Artistic and creative effort: 30%
- . Documentation: 10%
- . Completeness: 60%

If your program has syntax errors - the grade will be 0. This will be true for all future projects.

You may discuss among yourselves for this exercise. However, everyone must write his/her own program. You are allowed to exchange ideas, but NO PROGRAM SEGMENTS, PROCEDURES, FUNCTIONS MAY BE EXCHANGED OR COPIED from any source other than the code examples.