1701ICT

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I started off with the idea of road warriors' game but highly modified. I added fuel pickups, animations, updated sounds, video. This game is intended for any age group.

All basic and advanced requirements have been met.

I made each enemy slightly increase speed by a random amount each time they passed the bottom of the screen.

When the enemy reaches the bottom of the screen, they also choose another random X coordinate to start at and travel toward.

I added a difficulty option which affects the player movement speed, (if not using images also scales the players sprite).

Problems

In the beginning I was using 2 different groups of enemies, 4 in one group and 4 in the other. I was trying to select a total of 3 from both groups but I kept getting a problem which I just couldn’t solve. In the end I just limited to 1 type of enemy and I got everything running smoothly.

Couldn’t get video auto play to work so had to use play and click on the screen to load video.