1. A state based game is a game in which you switch between states, i.e the start screen, pause screen, game play screen etc. State Based Machines can be used to make games such as Bloons Tower Defense, where you can pause the game, resume playing etc.
2. A HUD is a feature that shows you various temporary atrubutes on your player, such as health, ammo etc. A Call Of Duty HUD would include a radar, ammo count, position of flags/bombs etc.
3. g.drawString(“Game Over”,300,400);
4. bulletShot= new Sound(“bulletShot.wav”);
5. stageMusic=newMusic(“stsage1.ogg”);
6. Random rand= new Random();
7. rand.nextInt(9);
8. rand.nextInt(3);
9. 1+rand.nextInt(5);
10. We can use random numbers to produce random coordinates and times for power ups, or enemies, to be drawn on the screen.
11. C++ is another language you can use to write a game. A very popular game library for C++ is Alegro. It looks a little more complicated, just because I don’t really know what is going on. It looks like it’s more direct in what you want the code to do.