

DATT 2400 Final Project Brief

Shiue Yi Alexandra Ma

This project is a simple game. The objective is to get to the other side while avoiding bouncing balls. Control the square shaped avatar with WASD to reach the other side.

The avatar is a simple square controlled using `keyPressed()`. The enemy bouncing balls are made with an array. For the end, a `PImage` was imported in and then an `if/else` statement was used to reveal that image.

This was my first try ever at creating a game, so I consulted sources from the EECS 1710 course that I am currently taking as well as happy coding and the coding train to make sure I was implementing the correct code. I struggled with adding colour to the project but I believe that that is an area that I can improve on as I continue to practice coding after this course. There is also a bug with enemy balls spawning in the start line area but otherwise the game works fine. There are admittedly a few other elements that I had wanted to include but as of my ability now I was unable to include them the way I wanted to. Overall, for my very first game, I feel like I put in my best effort and am proud of what I am submitting.