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Code Submission ReadMe

Contained in this folder is the source code for my semester Project “Project NightHammer”.

Files created as part of the course will all be contained within SWGame\core\src\com\npl5035\swprototype or SWGame\core\assets.

Files with code created for this project:

* HUD
* MainMenu
* PlayScreen
* BlasterBolt
* Enemy
* InterActiveTileObject
* Player
* Wall
* B2WorldCreator
* WorldContactListener
* SWPrototype

This Project uses LibGDX java game development framework found at https://libgdx.badlogicgames.com/ or https://github.com/libgdx/libgdx

This project is best opened with IntelliJ or Android Studio and requires JDK 7 or higher and android SDK.

Other IDE’s will require Gradle support

Only major LibGDX extension used was Box2d

Several Key features of the game didn’t make it into the current version but it should be able to run without any crashing issues.