

Part II

Creating Colorful Games



Fig. II.1 A screenshot of the game Painter

In the following chapters, we are going to develop a game called Painter (see Fig. II.1). While developing this game, we'll also introduce a few new techniques that are very useful when programming games, such as organizing instructions in classes and methods, conditional instructions, iteration, and much more.

The goal of the Painter game is to collect paint of three different colors: red, green and blue. The paint is falling from the sky in cans that are kept floating by balloons, and you must make sure that each can has the right color, before falling through the bottom of the screen. You can change the color of the paint falling down by shooting a paint ball of the desired color at the falling can. You can select the color that you shoot with by using the R, G, and B keys on the keyboard. You can shoot a paint ball

by left clicking in the game screen. By clicking further away from the paint cannon, the ball is given a higher velocity. The place where you click also determines the direction in which the cannon shoots. For each can that lands in the right bin you get 10 points. For each wrongly-colored can, you lose a life (indicated by the yellow balloons in the top left of the screen). You can run the final version of this game by opening the solution belonging to Chap. 11. Press F5 and you can immediately start playing.