



# TUX'S ADVENTURE GAME

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# 1. INTRODUCTION



Main character:  
Tux, the Linux  
Penguin

Goal: Find the  
golden Egg

Explore  
rooms and  
fight enemies

## 2. MAP DESIGN

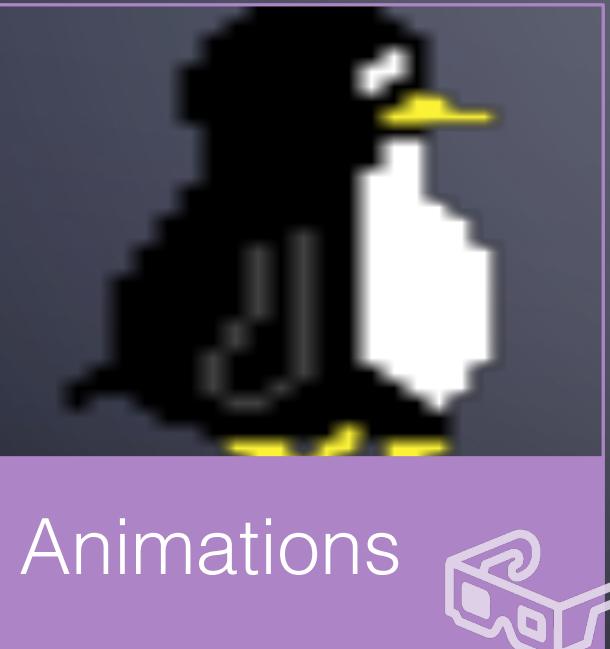


Level: 1 Exp: 10/100 Ammo: 10 Keys: 1/3

Level: 2 Exp: 90/100 Ammo: 16 Keys: 3/3

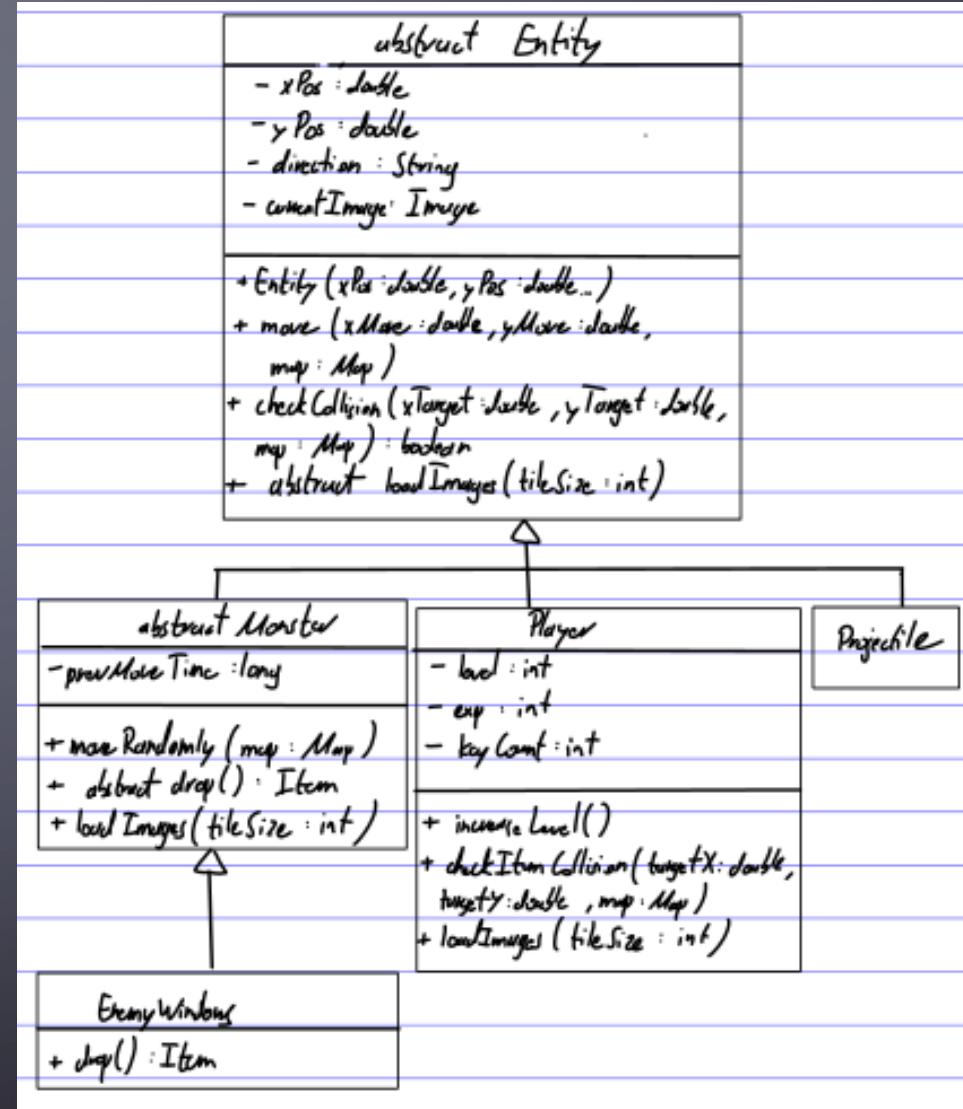
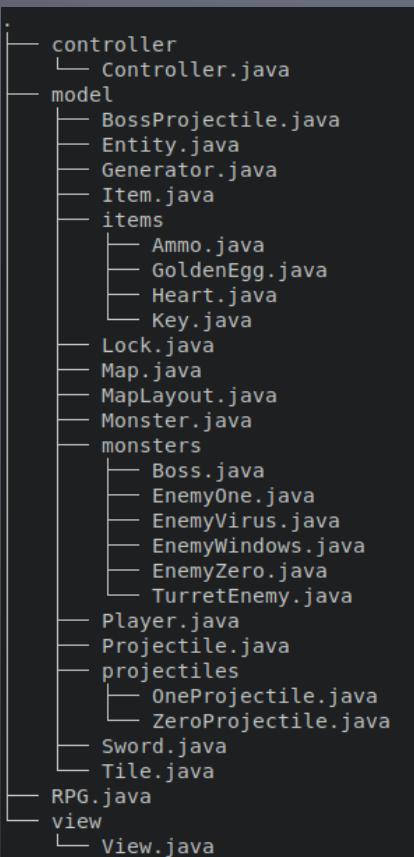
Level: 3 Exp: 10/100 Ammo: 17 Keys: 3/3

### 3. FEATURES:



## 4. OVERALL ARCHITECTURE

- MVC
- Easily extendable
  - Example:  
Possibility to add  
your own  
enemies or new  
projectiles



## 4. OVERALL ARCHITECTURE

- Map Layout

```
private static final int[][] mapSection15 =  
    new int[][] {  
        {5, 4, 4, 4, 4, 4, 12, 1, 1, 11, 4, 4, 4, 4, 4, 4, 7},  
        {3, 1, 1, 1, 1, 1, 8, 1, 1, 8, 1, 1, 1, 1, 1, 1, 1, 3},  
        {3, 1, 1, 1, 1, 1, 3, 1, 1, 3, 1, 1, 1, 1, 1, 1, 1, 3},  
        {3, 1, 1, 1, 1, 1, 3, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 3},  
        {3, 1, 1, 1, 1, 1, 9, 4, 4, 10, 1, 1, 1, 1, 1, 1, 1, 3},  
        {3, 1, 1, 1, 1, 1, 5, 7, 1, 1, 1, 1, 1, 1, 1, 1, 1, 3},  
        {6, 1, 1, 1, 1, 1, 1, 3, 3, 1, 1, 1, 1, 1, 1, 1, 1, 3},  
        {1, 1, 1, 1, 1, 1, 1, 3, 3, 1, 1, 1, 1, 1, 1, 1, 1, 3},  
        {1, 1, 1, 1, 1, 1, 1, 3, 3, 1, 1, 1, 1, 1, 1, 1, 1, 3},  
        {8, 1, 1, 1, 1, 1, 1, 3, 3, 1, 1, 1, 1, 1, 1, 1, 1, 3},  
        {3, 1, 1, 1, 1, 1, 1, 3, 3, 1, 1, 1, 1, 1, 1, 1, 1, 3},  
        {3, 1, 1, 1, 1, 1, 1, 3, 3, 1, 1, 1, 1, 1, 1, 1, 1, 3},  
        {3, 1, 1, 1, 1, 1, 1, 9, 10, 1, 1, 1, 1, 1, 1, 1, 1, 3},  
        {3, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 3},  
        {3, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 3},  
        {9, 4, 4, 4, 4, 4, 4, 4, 4, 4, 4, 4, 4, 4, 4, 4, 4, 10}  
    };
```

```
public enum Tile {  
    MATRIXFLOOR2("matrixfloor2", "sprites/tiles/matrixfloor2.png", 0, true, true),  
    FLOOR1("floor1", "sprites/tiles/floor1.png", 1, true, false),  
    WALL1("wall1", "sprites/tiles/wall1.png", 2, false, false),  
    WALL1_VERTICAL("wall1_vertical", "sprites/tiles/wall1_vertical.png", 3, false, false),  
    WALL1_HORIZONTAL("wall1_horizontal", "sprites/tiles/wall1_horizontal.png", 4, false, false),  
    WALL1_CORNER1("wall1_corner1", "sprites/tiles/wall1_corner1.png", 5, false, false),  
    WALL1_CORNER2("wall1_corner2", "sprites/tiles/wall1_corner2.png", 6, false, false),  
    WALL1_CORNER3("wall1_corner3", "sprites/tiles/wall1_corner3.png", 7, false, false),  
    WALL1_CORNER4("wall1_corner4", "sprites/tiles/wall1_corner4.png", 8, false, false),  
    WALL1_CORNER5("wall1_corner5", "sprites/tiles/wall1_corner5.png", 9, false, false),  
    WALL1_CORNER6("wall1_corner6", "sprites/tiles/wall1_corner6.png", 10, false, false),  
    WALL1_CORNER7("wall1_corner7", "sprites/tiles/wall1_corner7.png", 11, false, false),  
    WALL1_CORNER8("wall1_corner8", "sprites/tiles/wall1_corner8.png", 12, false, false);  
  
    private final String name;  
    private final String path;  
    private final int id;  
    private final boolean isTraversable;  
    private final boolean deadly;  
  
    Tile(String name, String path, int id, boolean isTraversable, boolean deadly) {  
        this.name = name;  
        this.path = path;  
        this.id = id;  
        this.isTraversable = isTraversable;  
        this.deadly = deadly;  
    }
```



THANK YOU  
FOR YOUR  
ATTENTION!

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