

Date: 20 March 2015

About Game:-

AeroPlaneGame is simple game created using java applet. When applet starts aero plane moves and score increases. You have to avoid obstacles and finally if you score above 500 then you will win otherwise you lose.

Setup and run game:-

1. Open eclipse and click on File -> import -> General -> Existing projects into workspace as shown in fig. 1.

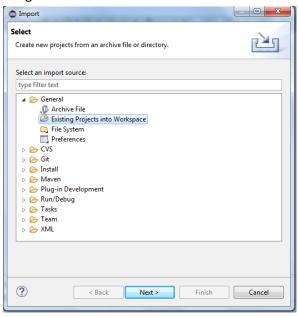


Fig. 1

2. Click on next. Select option "select archive file" and browse to downloaded zip and then click on finish button.

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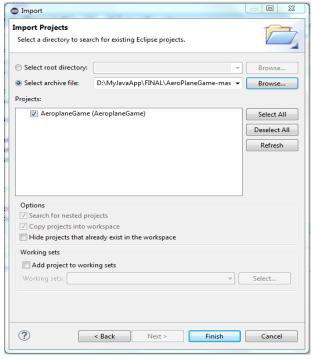


Fig.2

3. Your project may look like as shown in fig.3.

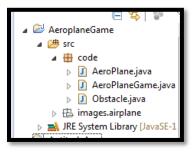


Fig. 3

4. Project contains 3 files.

AeroPlaneGame.java is applet file.

Obstacle class used to show, manage obstacles.

AeroPlane class used to show, manage aeroplane.

Output:-

Fig. a)

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Fig.b)



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