

TypingGame-2 Using Java

Date: 29 March 2015

About Game:

In this game you have to press key that appears on bubble. Score will update according to key you press. Bubble will disappear and your score will increase by 10 points if you press correct key, else decrease by 10. If score becomes less than 0 then GAME OVER.

Flow of Game:

1. First window is option window which contains options like novice, moderate, expert that decides the level.

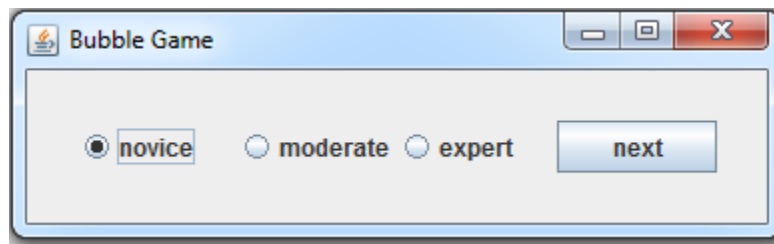


Fig.1. First window

2. After selecting 1st option (novice) again you can play for only digits, lower, upper case letters, digits or mixed.

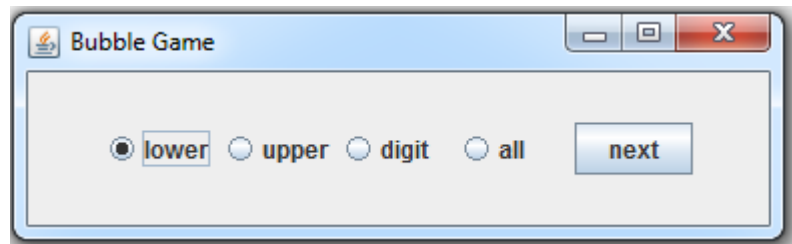


Fig.2. Options after selecting novice

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3. After selecting next, the actual game will start as shown in fig. 3.

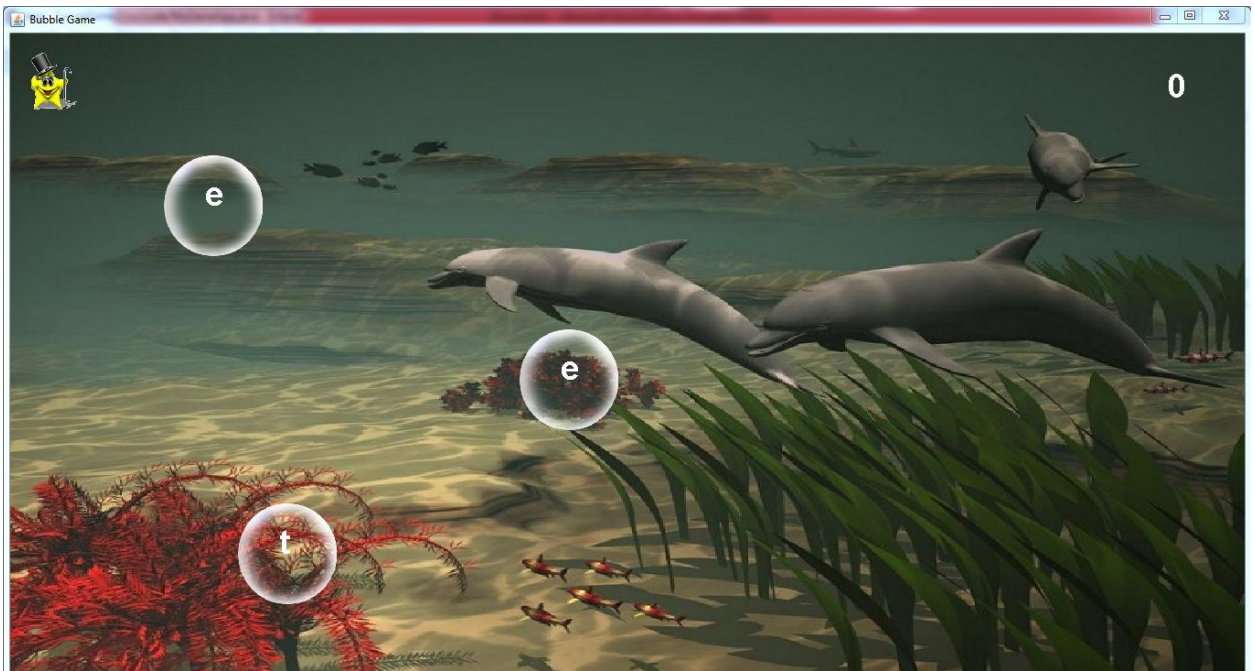


Fig. 3 after selecting "lower"

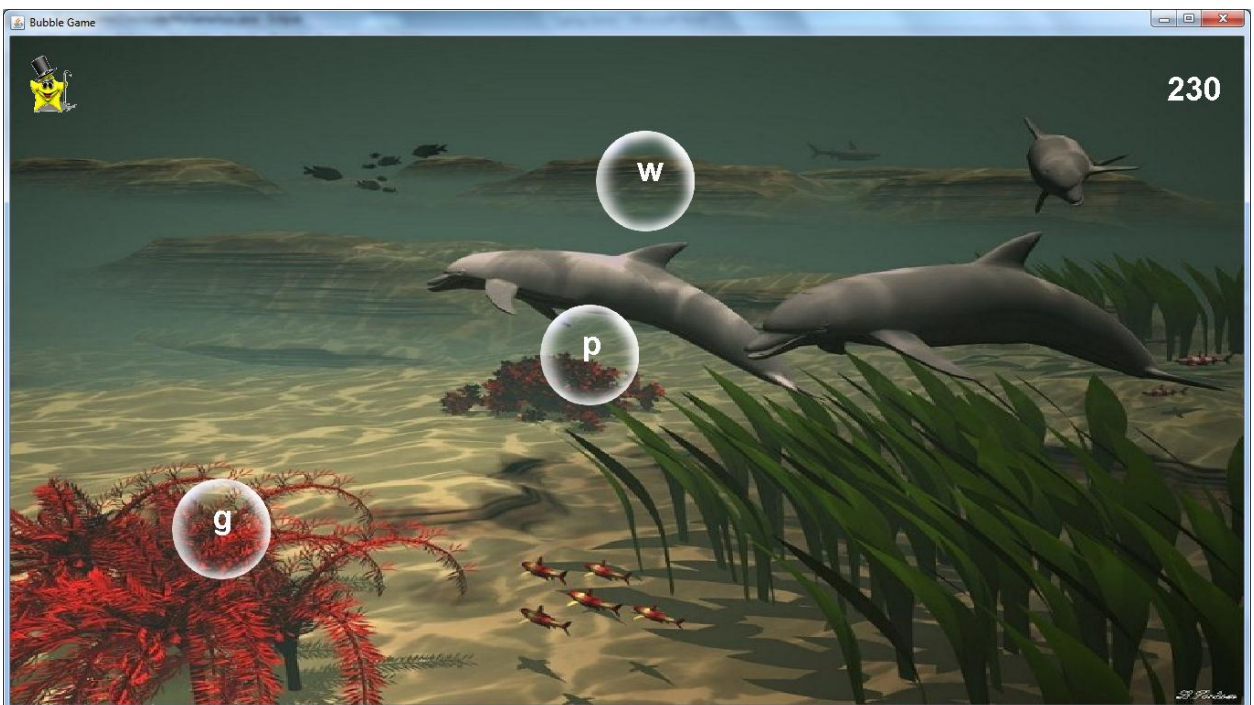


Fig.4 Novice Window

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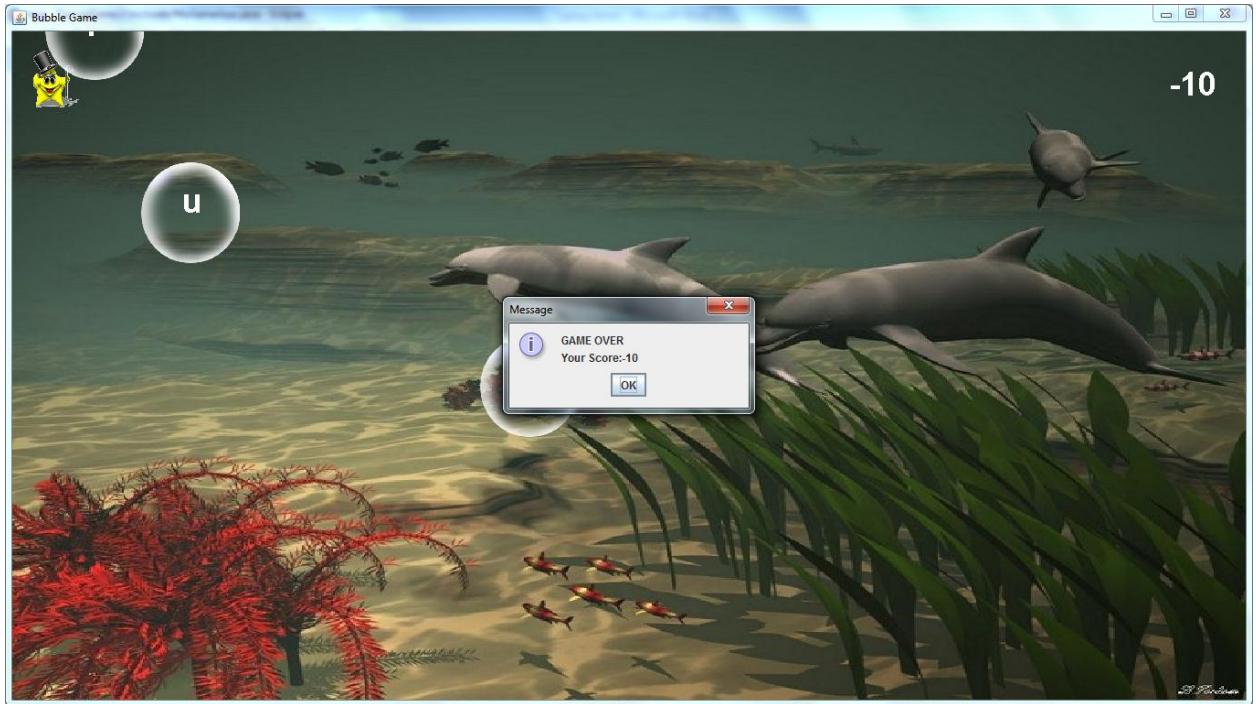


Fig.5 Game over as score less than 0

4. In moderate, bubbles may appear with lowercase, uppercase alphabets, digits or any special character etc. and rate at which bubbles appear is also increased than novice. Additionally red balloon appears after specific time. If you entered correct key that appears on red balloon then you will get +50 points for red balloon.

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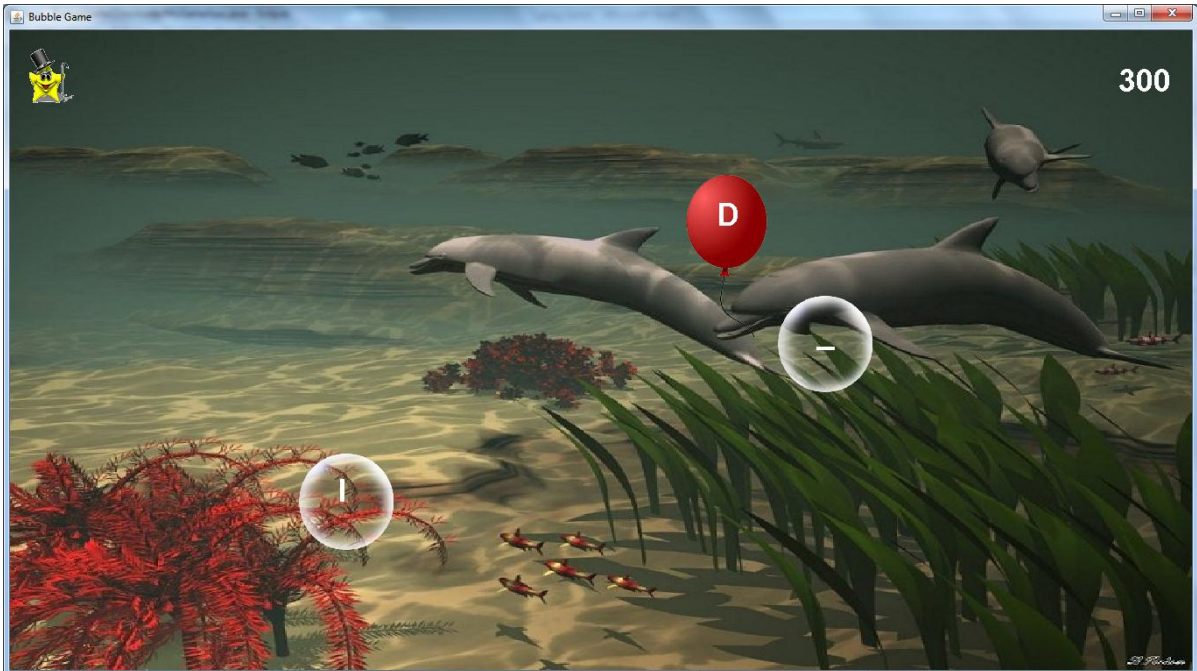


Fig.6 moderate level

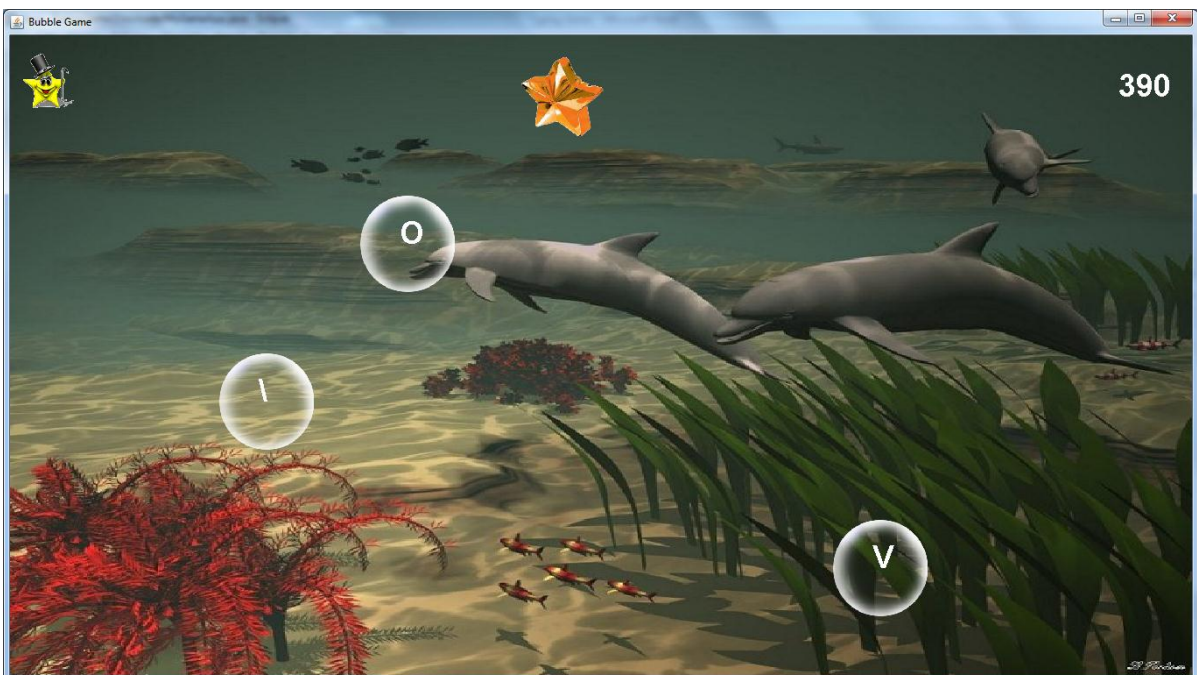


Fig.7 after pressing correct key that appears on red balloon

5. In Expert addition, rate at which bubbles appears are appear increased and additionally “Big Bubble” is introduced. It will add all bubbles to it which came in contact. If it adds more than 6, then game over.

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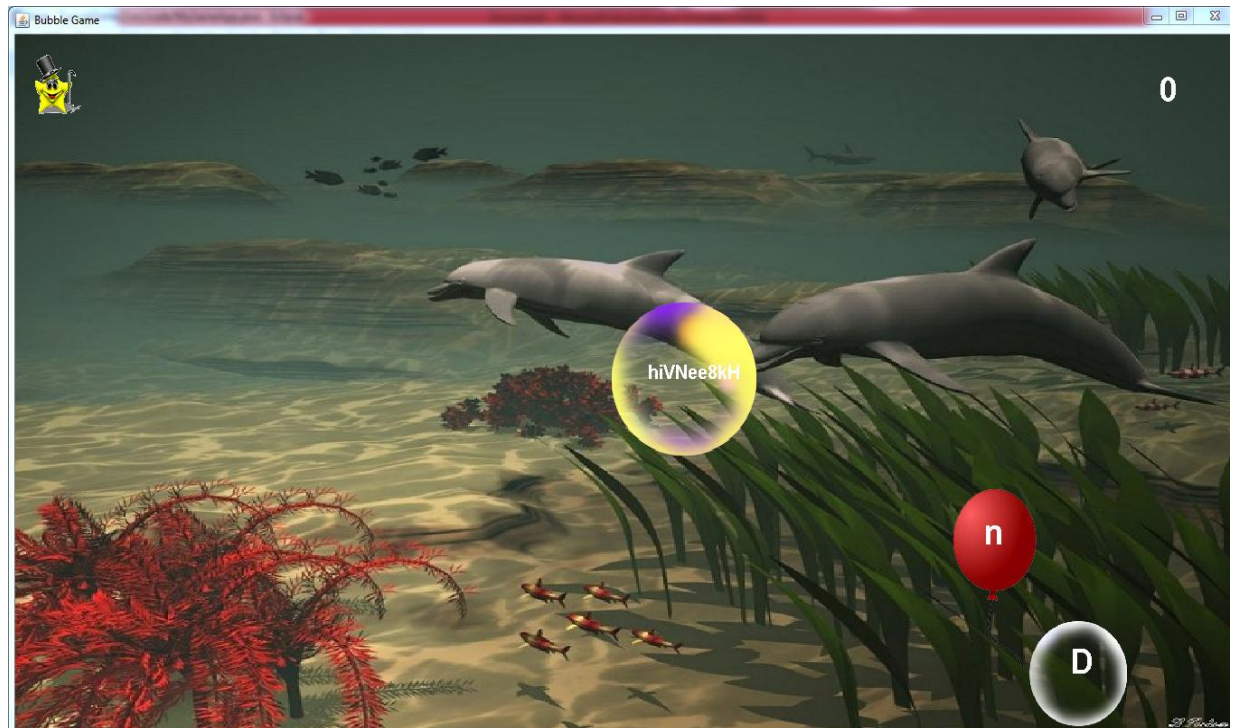


Fig.8 Expert Window