

# PROGRAMMING ASSIGNMENT 4

## Report

### Problem:

In this assignment it is expected to us re-make very simple version of ,the popular Atari game, Road Fighter through JavaFX framework. Player car which is controlled by user through arrow keys, tries to overtake the rival cars without crash them. Animation of the objects have to move not abruptly.

### Solution:

Before the game loop, program loads and renders the scene, in the game loop program listens the keys and take action with respect to them. When the Sprite objects should move, methods of the Sprite class assign their attributes per-nanoseconds and shifts them. If any rival car intersects with player car then animates stops and game over.

Game.java -> This class is contains all list of sprites and game methods for move the sprites and check the conditions.

Sprite.java -> This class is contains attributes of an image (source,velocity,positions)

Tree.java -> This is the sub-class of the Sprite class for change some attributes in the tree images.

RivalCar.java -> This is the sub-class of the Sprite class, it contains boolean for check the rival is overtaken.

**Selim Şeker**

**21827833**