



Creative Coding 2023

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Course website: <https://openprocessing.org/class/83620>

Exercise

https://drive.google.com/drive/folders/1RP-ul2_Tjvj3mzchxLQ4GXvtueG5UN-S?usp=sharing

Assign 6 (Due 6/4 12:00pm)

Fork here: <https://classroom.github.com/a/ka2oKKEt>

Submission deadline: 6/4 12pm



Requirements

Level C:

- ❑ Design a **Boss** class that inherits from the **Enemy** class.
- ❑ The Boss' constructor has two parameters: x,y
- ❑ The boss' initial hp: 5, damage: -20, xSpeed: 2
- ❑ Remember to uncomment the corresponding code for the boss in the EnemyMgr class.

```
52 void addBoss()  
53 {  
54     // -- requirement C  
55     // Please uncomment the following codes  
56     // -----  
57     // create five bosses in a column  
58     //for (int i = 0; i < 5; ++i) {  
59     //     enemys.add(new Boss(0, 40+ i * 85));  
60     //}  
61 }
```

```
85 // -- requirement C  
86 // Please uncomment the following codes  
87 // -----  
88 //if (enemy instanceof Boss){  
89 //     image(bossImg,enemy.x,enemy.y);  
90 //}else{  
91     image(enemyImg,enemy.x,enemy.y);  
92 //}
```

Requirements

Level B:

- ❑ Complete `addBullet()` method in BulletMgr class.
Note that at any given time, there can be a maximum of 5 bullets on the screen.
- ❑ Complete `draw()` method in BulletMgr class.
 - ❑ check all enemies on the screen.
 - ❑ If there is a collision, the enemy will lose health and the bullet will disappear.
 - ❑ If the enemy's health is depleted, the enemy will disappear and **an explosion effect(Level A) will be added at that location.**

Requirements

Level A:

- ❑ Design the [Flame](#) and [FlameMgr](#) classes to generate explosion animations upon collision.
- ❑ The animation should consist of five images named flame1, flame2, flame3, flame4, and flame5, played sequentially before disappearing.
- ❑ The FlameMgr class should use an [ArrayList](#) to manage multiple explosions. (Please refer to bulletMgr class)