

Report — CS4303 Practical 4

140013112


November 30, 2018




Instructions to run game:



```
$ java -jar MoonageDaydream.jar
```



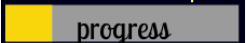
Controls:


The player plays the astronaut  which may move left with **a**, right with **d** and jump with **w**. While jumping, releasing and repressing **w** will activate the jetpack which has limited reachability but helps travelling between planets. The astronaut will always face the nearest planet. Use the spacecraft and the map to navigate to the next planet-systems.

Other actions include pressing **s** when near the spacecraft  will let you enter the spacecraft and control it with **a**, **d**, **w**. To exit, press **s** when landed on a planet. Pressing **space** when on a planet will spawn grass on the planet. Each planet may only be cultivated once.


Objectives:

You start out with 3 lives  and 100 air  indicated in the top left corner of the screen. The air depletes slowly over time when not inside the spacecraft. When air reaches 0, you will loose a life and air will be restored to 100. Air will be produced by grass on planets. When all lives are depleted, the game is lost and it will need to be restarted.

Monsters  inhabit this universe and when running into you, will make you loose air! Monsters may be killed by jumping onto them. This takes practice. Some monsters will drop stars . 3 stars need to be collected for each planet-system to save it from eternal darkness. Your progress of completing the systems of the constellation is tracked by the progress bar at the bottom .

The last planet-system will have a satellite-dish  which may be activated by pressing **s**. The satellite dish will search for a new constellation to explore and transport you there immediately. Only activate the dish when you are ready to leave!.

Map:

The top right corner shows a map of the current constellation. The red dot indicates your position. Yellow dots show the positions of the planet-systems in the constellation. Planet-systems indicated by  have been explored completely and all stars have been found. Try to explore all planet-systems before travelling to the next constellation! Use the map as guidance. Be careful not to travel off the edge of the map: space is infinite and it is easy to get lost there!

Code:

The submission includes a compiled jar, the report pdf, and the source code in the **src** folder. In the **src** folder, the game is started off with the **Game/MainGame.java** file.