

Assignment 7: Scores

Due 5/2, 2016 10:00am

1 Overview

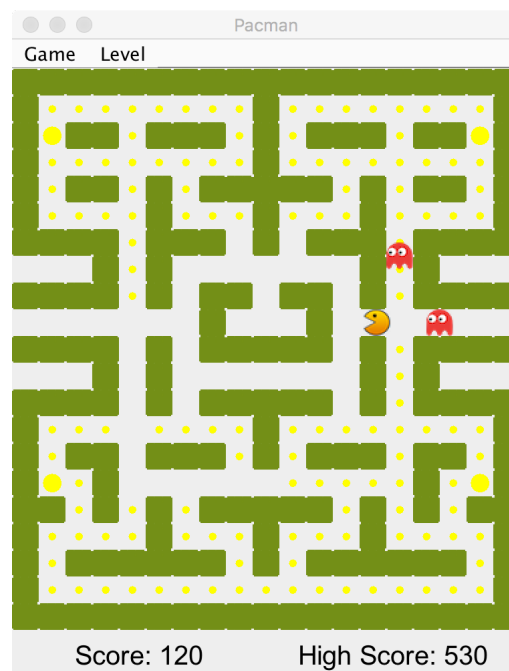
In this assignment you will be adding a running score (and high score) to the game. You will also be adding labels to to the GUI driver so that score changes are readable on a frame update.

2 What you need to do

(1) Add the accessors `getScore` and `getHighScore` to the `GameContext` class. This will require additional instance variables. Add the mutators `addScore` and `setHighScore` to the `GameContext` class. The first mutator should increment the current game's score as well as the high score *if the current score is the new high score*. The `setHighScore` will be useful when a new context object is created but the high score must be retained.

(2) Increase the game's score when the player eats a pellet. Small pellets are worth 10 points and large pellets are worth 50 points. Reset the game's high score whenever a new context object is created (in `newGame`).

(3) Add labels to the GUI driver, emulating the layout of the frame shown in the figure below. Update the text of the labels on each redraw so that the score and high scores are always up-to-date with the context object. The label font is 20pt Arial. You may also need to increase the height of the frame to accommodate the additional vertical space.



3 Submission

Create a *zip archive* of your Eclipse project (including all template files) and upload it to the correct D2L dropbox before the due date. Again, no late work will be accepted.