

Godzilla Jump		
遊戲開始畫面	遊戲中畫面	遊戲中畫面
 <p>The start screen features a blue sky with a bright sun and white clouds. In the background, a city skyline is visible. A large, grey, cartoonish Godzilla-like creature stands on a brown, rocky ground. The text 'ゴジラ jump!' is written in large, stylized red and black characters. Below the creature are two yellow buttons labeled 'START' and 'EXIT'.</p>	 <p>The game screen shows the creature jumping between various platforms. The score 'Score:1283' is displayed in the top left corner. A pause button is in the top right corner. The background consists of a blue sky with white clouds and a city skyline at the bottom.</p>	 <p>The game screen shows the creature jumping between various platforms. The score 'Score:4572' is displayed in the top left corner. A pause button is in the top right corner. The background consists of a blue sky with white clouds and a city skyline at the bottom.</p>

這是大二下學期的另一個團體作業，而我主要負責 programming 的部分

當時由於課程內容，我主要用 Java Abstract Window Toolkit 和 Swing 完成該 project

而我想相較於 Javafx，透過 AWT 完成高互動度的遊戲是更具挑戰性的

- JFrame 的大小和遊戲內容物件的 icon size、座標皆得經 trial and error 得到適當比例
- 避免移動的物件互相干擾，讓各物件 implement Runnable；再以 thread pool 分別管理
- 階梯物件必須動態生成；為了階梯類型的多樣性，我用 Polymorphism 的方式實現
- 利用 uniform distribution 和以 time 為 seed 的 random 數維持各類階梯等量分配