Assignment 7 Progress Report

For this project, we are going to create a game with some type of shooting mechanism and balloons falling from the sky. The player must shoot the bubbles before they hit the ground; if they hit the ground, the game is over.

Rules of Game:

1. Balloons move downs screen at set rate
2. Balloon “pops” when hit by arrow
3. If a balloon touches the floor, the game is lost
4. If there are no balloons left on the screen the player wins

How the User Plays:

1. Monkey can move left and right with keys
2. Shoot an arrow with a key at a balloon to pop it

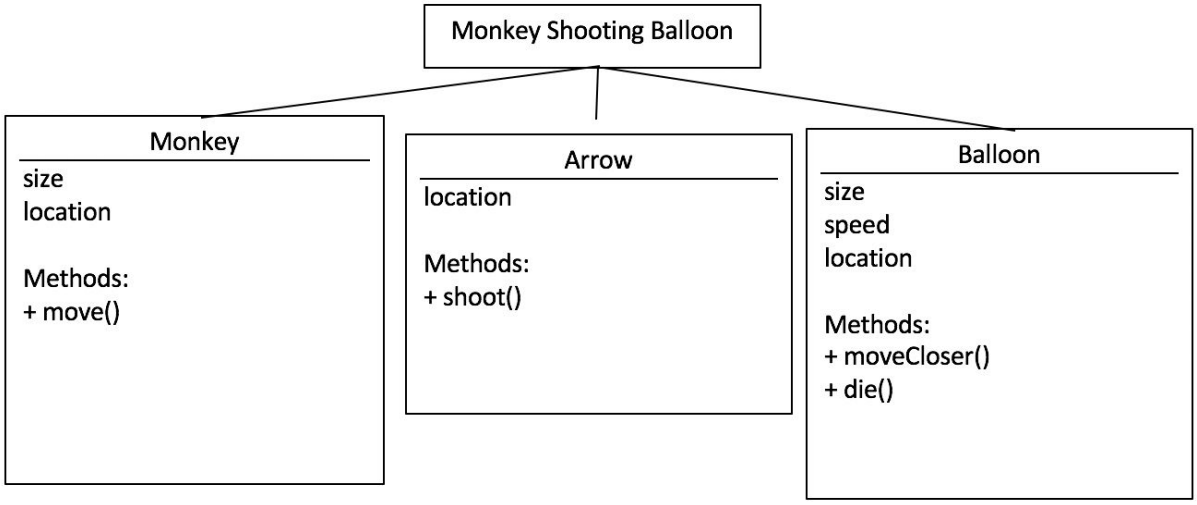
Vaishnavi Kashyap - I will make a bubble/balloon class because I did something similar in a couple of the last assignments. The bubbles will fall from the top of the screen, and once the laser/shooter hits a bubble, it will pop (die() method). I might also handle the scoring part; if a bubble is popped, the score increases, but if even one bubble hits the ground, the game is lost. Popping more than one bubble with one shot can double the score.

Danish Tharvani - I will construct the arrow class. The arrow class constructor will include a location variable that will indicate where the arrow is shot from. The arrow will travel vertically along this location until it hits a balloon. Only one arrow can be shot on the screen at a time, penalizing the user in ability to quickly get off shots if they are not accurate. The method the arrow class will have is shoot(). This method will initiate the shot of the arrow from the monkey.

Aimilee Tran - I will be making the monkey class because I love animals. The monkey will be at the bottom of the screen and will be moved with either the mouse or arrow keys. If moved with the mouse, only mouseX would be modified and the Y coordinate would remain the same otherwise the character would be touching the balloons and the rules of the game would not make sense. The move() method will implement keyPressed or will have the code that modifies the x-Coordinate of the character based upon mouseX. The moving is important so that the user can get different angles to pop the bubbles.

Code Integration - We will each create our specific classes (balloon, arrow, and monkey) and meet up a few days before the project submission date to compile our code and write the main program. We will comment our code to insure we can all understand how the classes work. The UML diagram for our program is outlined below with constructor components and methods.

UML Diagram:


Monkey Shooting Balloon
Monkey
size
location
Methods:
+ move()
Arrow
location
Methods:
+ shoot()
Balloon
size
speed
location
Methods:
+ moveCloser()
+ die()