



CSE126 Programming II

Project Document

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1) Brief description

Our game is designed for Teletubbies' lovers. The player is a Teletubbies' character and he should avoid the obstacles (foxes) moving in front of him by jumping over them or getting below them. When an obstacle hits him, he loses. The implementation of the game is based on creating objects from classes we have:

Class Game: responsible for creating the character and making him move up and down only.

Class Obstacle: responsible for creating obstacles and making them appear every some time using a timer. They move from right to left by a fixed value for x and a random value for y.

Class Open: responsible for the opening screen of the game that leads to the game. The player enters his name to save his score then he clicks the button "Play" to start the game.

Class Play: is a frame for the game play, it initializes the character and the obstacles that are drawn in a separate class that extends JPanel which is PanelPlay. PanelPlay has an overridden method "paint" which uses graphics to draw the character and the obstacles.

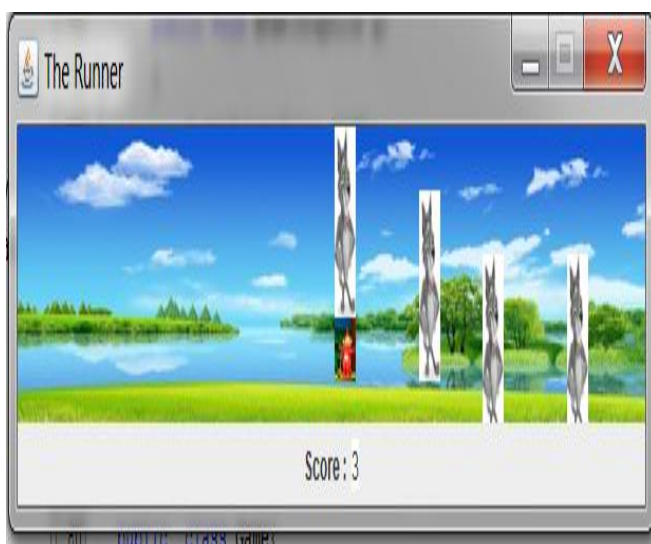
As a bonus we added a hall of fame to save the best scores that has been recorded in the game.

2) User guide

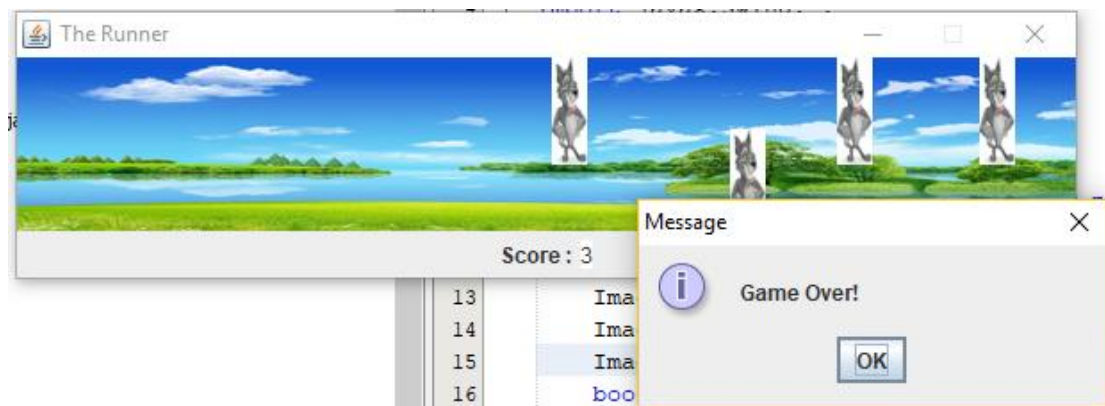
- At the beginning of the game the player should enter his name and click the "Play" button.



- In order that the player could win the game; Teletubbies' character should avoid collision with the fox by going down when it faces the "up fox" by clicking the "down button", and when it faces the "down fox" the character should avoid colliding with him by clicking the "up button".



-The player should pass all the "Foxes" in order to win the game. If the player collided with the Fox the game will end and the player will lose.



-The score will be shown from highest to lowest with the names of players when clicking "Hall of fame" button in the opening window.



3) Summary of work

We found it better and more productive that all of us think and work together at the same time, so we didn't distribute a specific task to each one of us.