

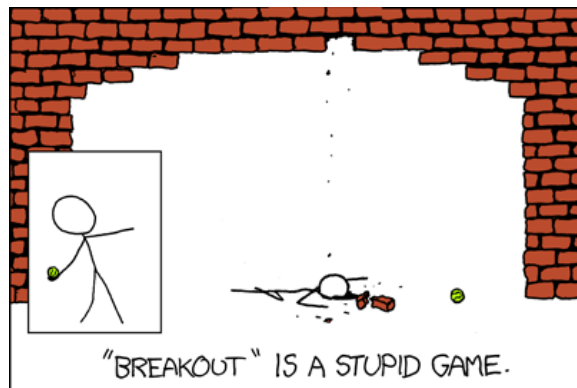
## Simple Game Assignment 40 Marks

Getting a graphics to work in Java is a little more complicated than it was in Python but with a bit of practice you should be able to get the hang of it. The point of this assignment is to do just that, give you a bit of practice with graphics. You are required to make a simple fun arcade-style game. The goal of the assignment is to gain an understanding of the Java Graphics environment without getting too bogged down by the logic of the game itself. For a perfect score in Overall Quality I do expect a polished version of the game with some of your own features. If you hate all of my options talk to me, but if not you are to create one of the following games:

### Space Invaders



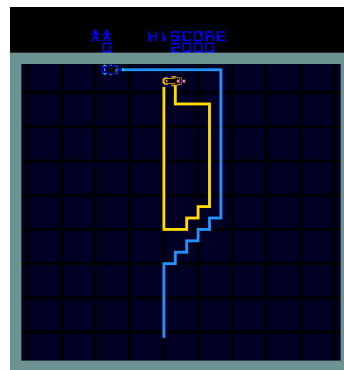
### Breakout



### Blackjack



### Tron Lightcycles



### Evaluation 40 marks

/5	Comments	/5	Extra Features	/5	Score
/5	Graphics	/10	Complete	/10	Overall Quality