

SCHOOL OF COMPUTING
CS 4344 NETWORK AND MOBILE GAMES

CS4344: LAB EXERCISE 1

Implement the basic behavior of the Space ship as a Sprite with the following states.

User Action (Key_Press)	State and Transition
Left/Right keys	ROTATING LEFT/ROTATING RIGHT (30 degree for each key press)
Up key	ACCELERATING (increase speed until it reaches MAX_SPEED)
Down key	DE_ACCELERATING (decrease speed until it reaches STAND_STILL (that is, speed=0))
Fire key	SHOOTING (release bullets, straight line, constant speed)
Combination of the above keys (any two)	Appropriate combination of the above states.

The background should be black (dark) with some stars rotating in static positions. [For learning purpose you are required to implement the background using TiledLayer].

Additional Tasks:

Create few AI objects that move towards the Space ship when the distance between the objects and space ship is less than n . If the objects hit the space ship the life of the space ship should be reduced by one. (Total life is 3). The ship should be destroyed when its life = 0.

The bullets from the spaceship can destroy the objects when the distance between them is $< n$.