

Software Development & Game Design 1: Greenfoot Student 'Catch Up' Assignment

The task is to learn the concepts through the first 2 chapters of Greenfoot AND the *Gaming Unit*. All of the folders are in teacher handouts if the student would like to go through the concepts in additional detail.

Create and Drop (the entire program folder):

1. _____/ 1pt A program that move an object to another object and when it hits that object, make that object that it hit disappear. (Name it: yourUserName_Collision)
2. _____/ 1pt Adding onto above, create a program that will shoot an object out of another object and then hit a different object and make that object that it hit disappear. Make the shooter object move by the arrow keys (Name it: yourUserName_Shooter)
3. _____/ 1pt A program that has one object controlled by arrow keys (up, down, right, left) that will go off of the left edge and appear in that same location but on the right, then go off of the bottom and appear in that same location on the top... etc. for all 4 sides. So essentially like the rocket on asteroids. (Name it: yourUserName_NavigateOffEdge)
4. _____/ 1pt A program that will create multiple object (the same object), but will put various images for that object on the world. The fish example that had 3 different sizes and colors of fish. (Name it: yourUserName_ConstructorFunction)
5. _____/ 1pt Add to number 4 to make the objects that are being shot at move like the ghosts in Pac Man – minus the AI. (Name it: yourUserName_RandomGhostMovement)
6. _____/ 1pt Add a background that draws a rectangle and an oval. Add your name to it. Change the color and fill one of your polygons.(Name it:yourUserName_Background)
7. _____/ 1 pt A program that counts the number of times one object touches another object and displays that on a scoreboard. (Name it: yourUserName_Score)
8. _____/ 3pts create your own SMALL game using these concepts. (Name it: yourUserName_SmallGame)

Drop them all named correctly in the inbox. Be sure to drop the ENTIRE FOLDER!