

OpenHPI

Einführung in eine Java-Programmierungsumgebung(IDE)

Peer-Assessment BreakOutGame

Stand: 2015.10.10

Hello OpenHPI-Student!

Thank you for taking time to test and assess my program!

Looking forward for your tips and hints for better solutions and better programmingstyle.

best regards

anonymous ☺

Inhalt

Requirements.....	2
Import Project BreakoutGame in Eclipse.....	3
Start game in ECLIPSE	6
Gamecontrol	7
Extras.....	8
Work to do.....	9

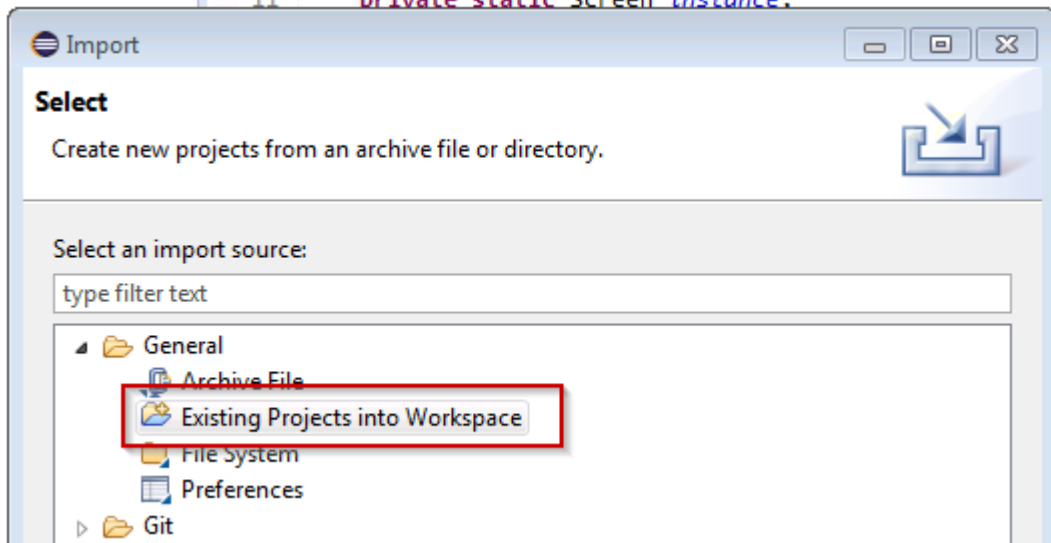
Requirements

- + Java 8 JDK + JRE
- + Eclipse Mars
- + BreakoutGame.Zip downloaded

Import Project BreakoutGame in Eclipse

1. Eclipse menu – File -> Import

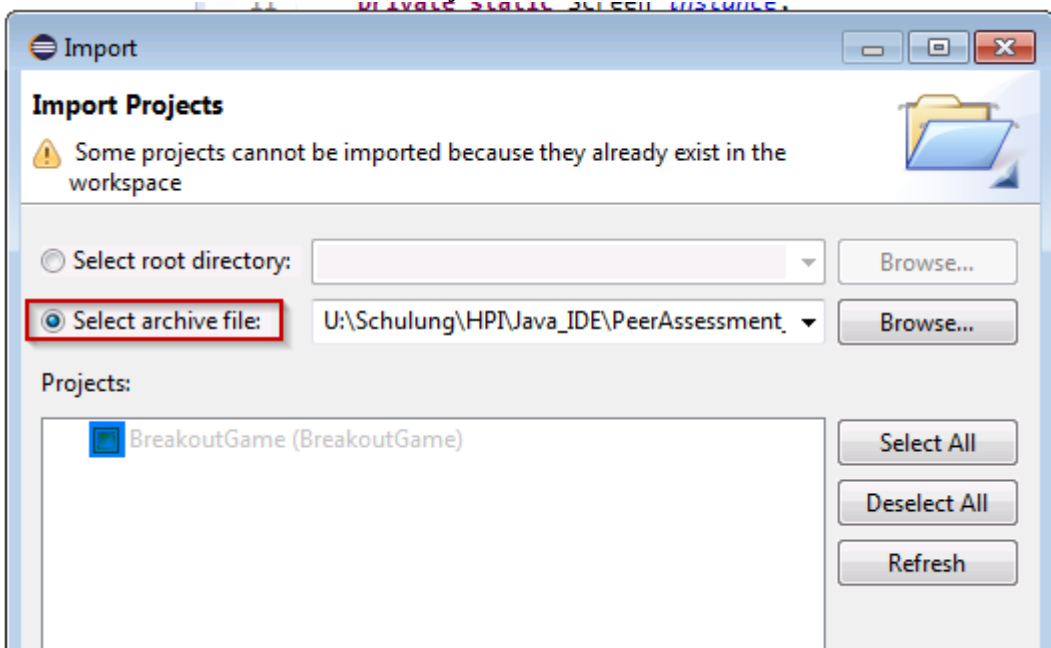
select „Existing Projects into Workspace“



select - „Select archive file“

after that press Button-„Browse“ and define the location of the Breakout-Zip-Archive on the filesystem.

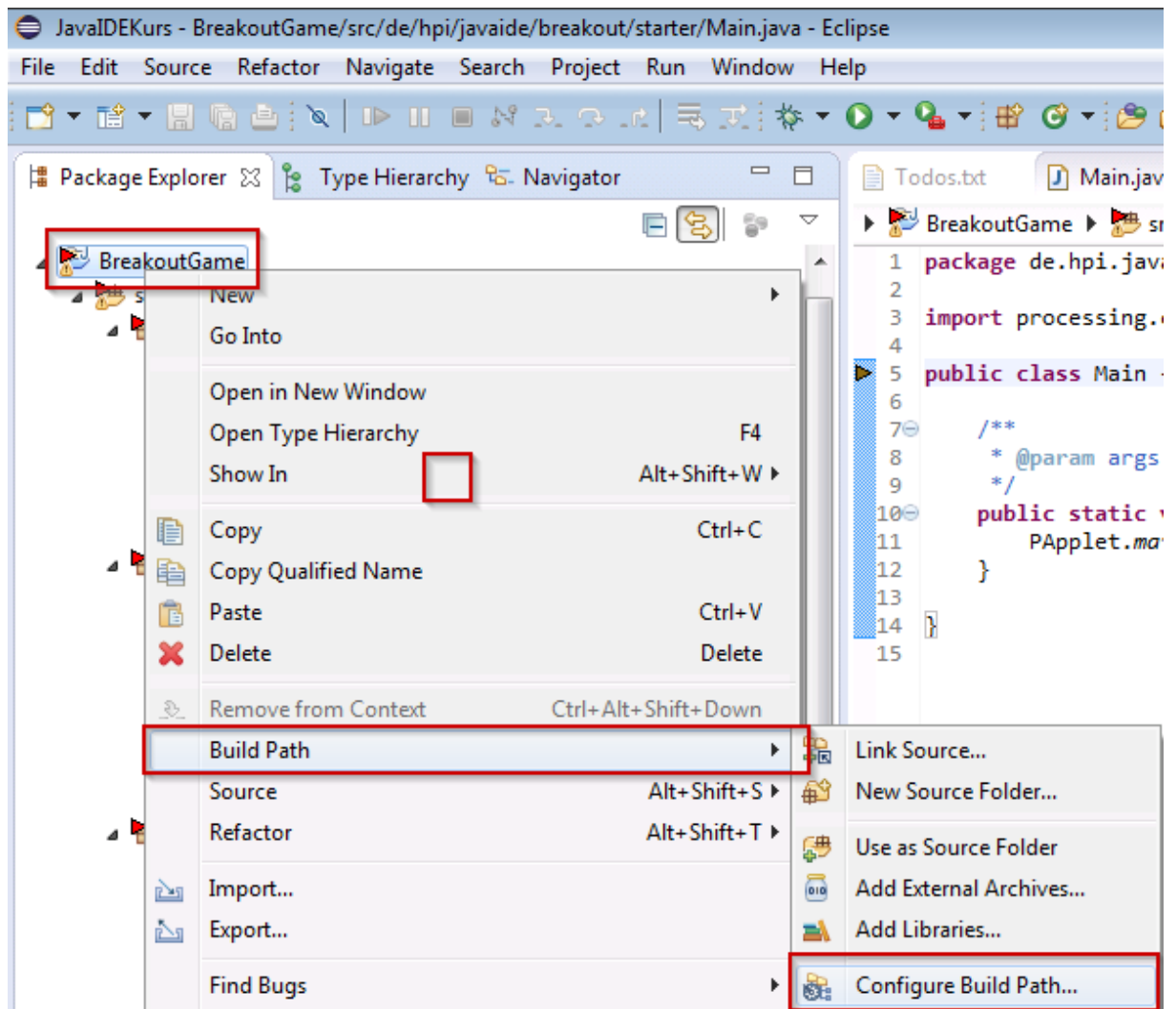
select the BreakoutGame under Projects.

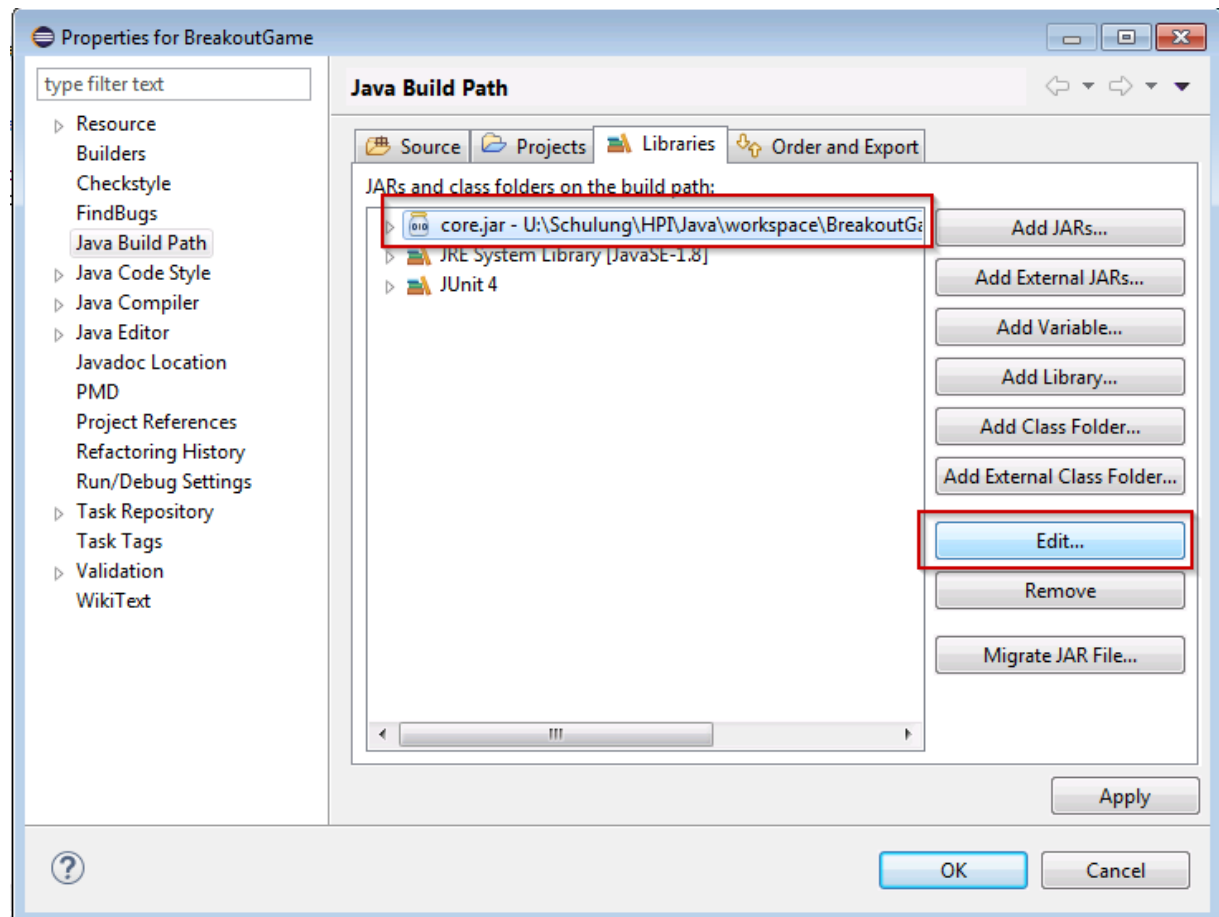


press button „Finish“

2. correct Java Buildpath for external libraries

core.jar

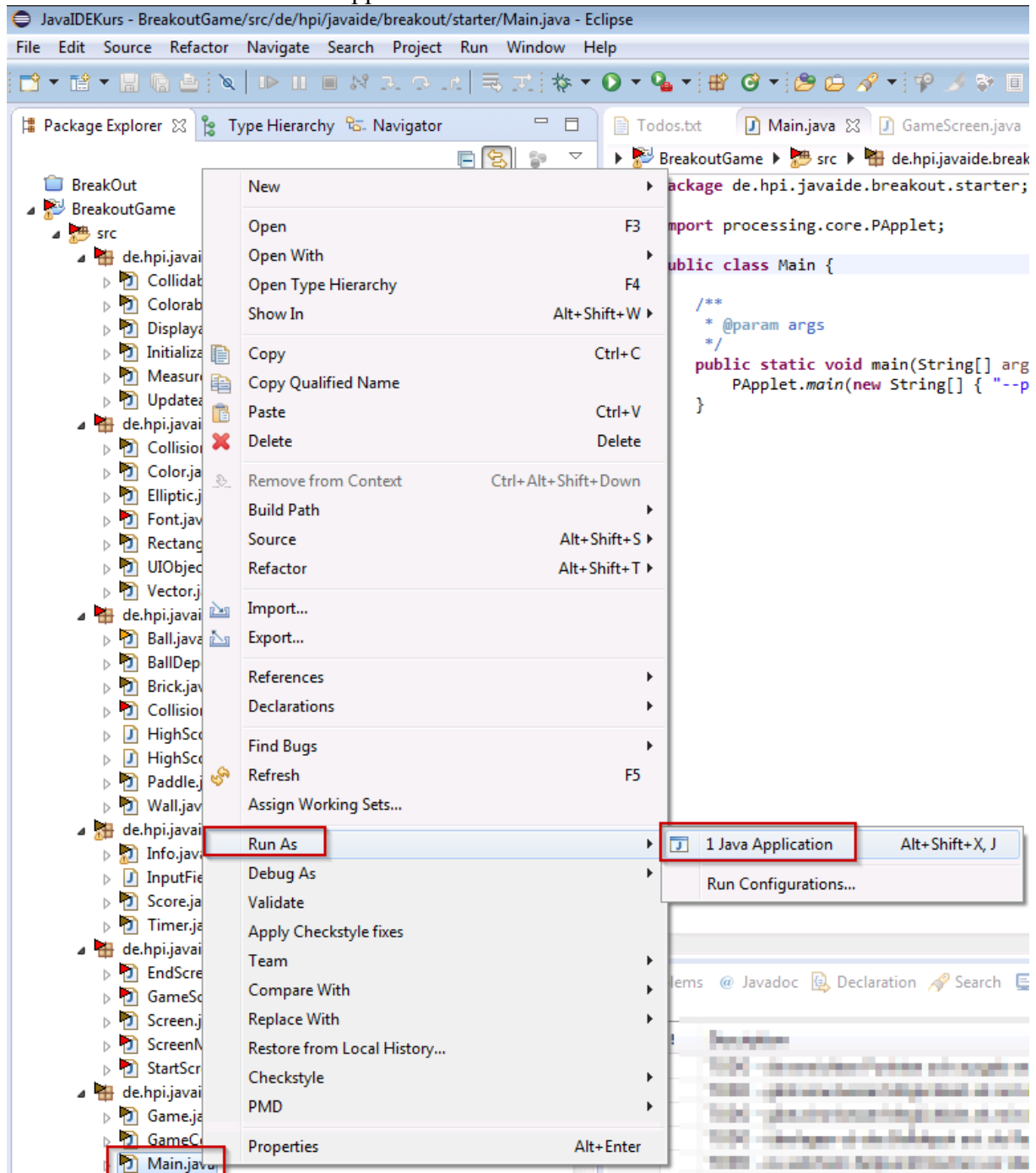




change the path of the core.jar to the location of your version on your filesystem.

Start game in ECLIPSE

press right-Mousebutton on the main-class in the BreakoutGame-Project.
Then select “run as” -> “Java Application”



Gamecontrol

- + the paddle can be moved with the mouse or with the cursor-keys arrow-left and arrow-right
- + with the keys +/- you can control the speed of the ball
- + with the key ESC you can stop the game anytime
- + in the GameConstants-class there are several possibilities to change the behavior of a lot of things for example

number of balls/lives

number of bricks on the wall (columns,rows)

number of lives/health of the bricks

position of (score,timer,playername) on the gamepad

screenresolution (used Area for gaming)

number of balls in the balldepot

and so on

Extras

- + bricks change color during hits
- + speed of balls can be changed with keys +/-
- + different scores depending on how often a brick got hit
- + on every needed new ball the available timer-time gets shorter
- + progressbar for the timer
- + if the timer is finished, a new one starts and the ball increases speed
- + automatic resolution adjustment

Work to do

- + give direction and velocity from the paddle to the ball
- + more levels
- + 2 balls at a time in a later level
- + play sound on wall collision
- + play applause if the player finishes the wall
- + showing a help-screen
- + saving highscores in a file