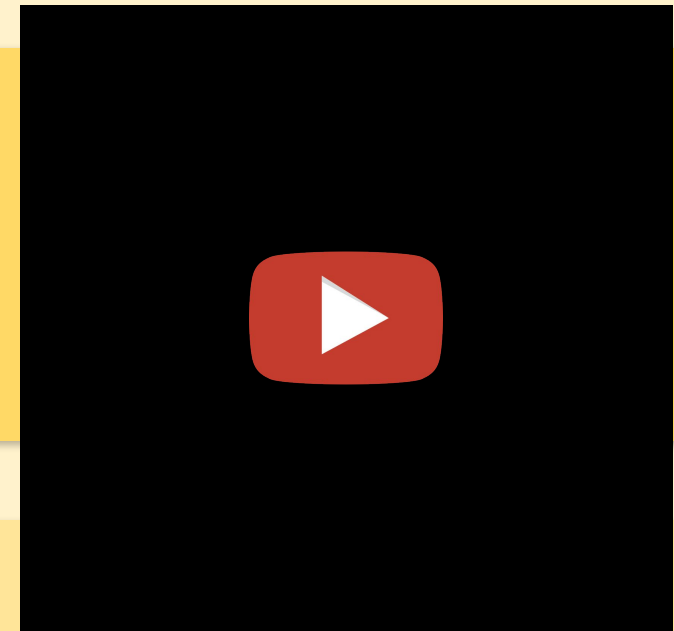




Grade 7 - Unit 4 - Assessment

For this assessment you are required to make the game that can be seen in the video on the left. You must use classes and arraylists to complete the assessment. A minimum of **50** marks are required to pass the assessment.



Marking Criteria

Marks

Description

20	“Player” class that moves down the screen under gravity , a mouse-click is used to launch the player up the screen against gravity (think of Flappy Bird!). Note: Simplify the movement mechanics if you get stuck!
10	“Player” going off the screen should cause a game over.
20	“Enemy” class that moves from right to left across the screen. Collisions between the enemies and “Player” will cause a game over.
15	“Player” fires “bullets” when the spacebar key is released . Collisions between the enemies and “bullets” should remove the enemy.
5	Have a score displayed in the top-left corner. Score should increase when the enemies go off the screen or are shot by the “Player”.
20	Code structure and appropriate use of objects, arraylists, class methods, etc.
10	Other improvements to the design or gameplay, e.g. restart button, difficulty levels, start menu, use of sprites, etc.
100	TOTAL