

Wireless Online Game Development for Mobile Device

Shooting Game

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1

Game Flow Control

- We can declare a variable to control such as “GameScreen” the game flow.
 - ◆ 0 – Opening
 - ◆ 1 – Game Playing
 - ◆ 2 – Missile hit the Airplane
 - ◆ 3 – Laser hit the Missile
 - ◆ ...
 - ◆ 9 – Game Over

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2

Add an Opening Screen

- To add an opening screen for the shooting game, you must load the image and display it when the game start. The simple method is adding the following code in the “Paint” class.

```
public void paint(Graphics g) {  
    try {  
        imgOpening = Image.createImage("/opening.png");  
        g.drawImage(imgOpening, 0, 0, g.TOP|g.LEFT);  
    }  
}
```

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3

Start the Game

- After adding the opening screen, then need to start the thread to handle the event of “Start Game” when user press the [Start] button.

```
public void commandAction(Command c, Displayable s) {  
    if (c == mStartCommand)  
        MyThread.start();  
}
```

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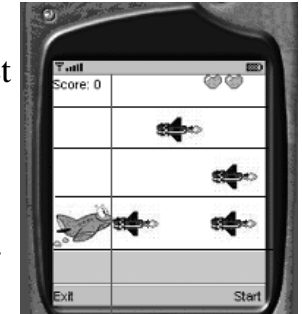
4

Create Enemy

- Generally, we create the enemy attributes by random:
 - ◆ Position/Starting Point (X, Y)
 - ◆ Speed
 - ◆ Image
 - ◆ Attack Method

Crash the Airplane

- To simplify the crash of airplane by missiles, we can set a vertical baseline. When the position of missile is over the baseline, the airplane is crashed and the life is reduced.



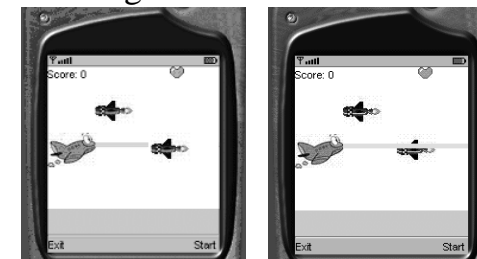
Game Over Screen

- As mentioned above, “GameScreen” variable can be used to control the game flow. Therefore, we can add our event in the logic condition “GameScreen == 9”



Fire

- The simple way to simulate the fire event is drawing a line and then make it longer.
- Since the line is drawing at 10fps, it will look like a laser gun.



Detect the hit of Missile

- To detect wherever the missile is hit by laser, we need to determine the width of rectangle (Laser Gun) and the position of the missiles.

