

TABLE OF CONTENTS

OVERVIEW	2
FEATURES.....	2
SPLASH SCREEN	2
<i>Fig 1: Splash Screen.....</i>	<i>2</i>
MAIN WINDOW	3
<i>Fig 2: Main Window.....</i>	<i>3</i>
ABOUT WINDOW	4
<i>Fig 3: About Window.....</i>	<i>4</i>
HOW TO PLAY WINDOW	4
<i>Fig 4: How to Play Window</i>	<i>4</i>

OVERVIEW

In this project I create a game. This game is just like the typical game of invaders. A human player will play the game. Player has a space ship to move around the game. The alien ships come from the high above the skies and try to destroy the player ship.

For this purpose, Sun Java 2 (JDK 1.3.0) is used as working tool. Also, Borland JBuilder 4 is used to develop this game.

FEATURES

I provide following features to the game.

- Difficulty Levels like Easy, Medium, Hard
- High Scores
- Keyboard Controlled Spaceship
- Easy to use interface

SPLASH SCREEN

The splash screen of the game looks like this:



Fig 1: Splash Screen

MAIN WINDOW

The main window of the game composed of 2 JPanels, one on left and other on right. All the functionality is performed in these two panels. The high score (hall of fame), player's current score, player's lives are shown in left panel where as spaceship and alien ships are added on right panel.

Further, in the menubar, options for New Games, Exit Game, Difficulty Settings, Help and About menus are used.

The aliens move left and right to dodge the player's ship. The player will fire a missile on the aliens to destroy them.

The main window looks like this:

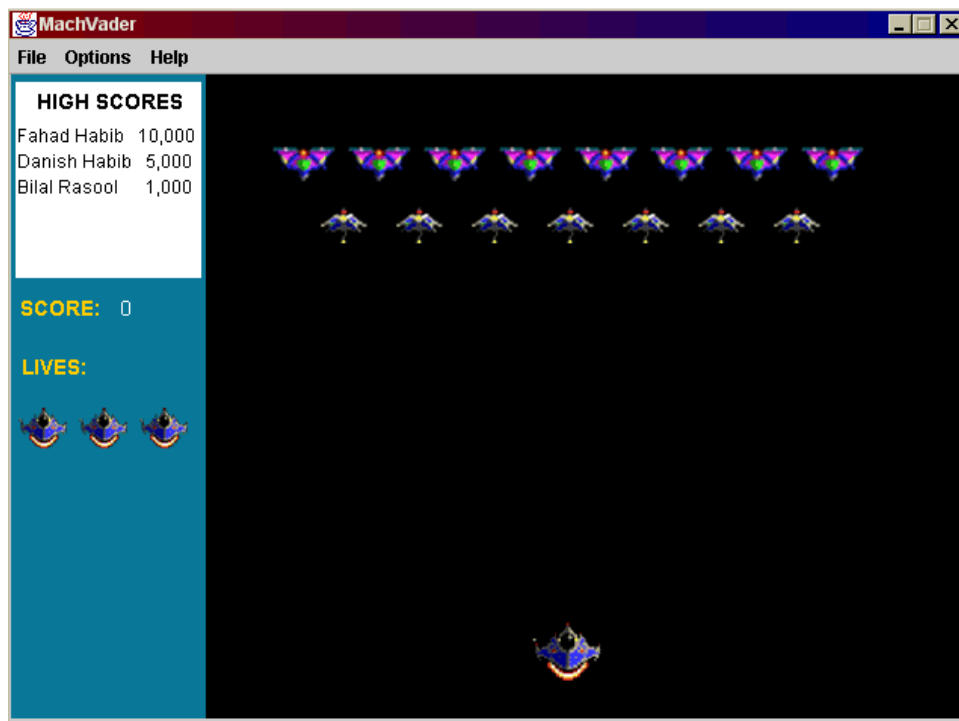


Fig 2: Main Window

ABOUT WINDOW

This window describes the information about the programmer and shows version information of the game.



Fig 3: About Window

HOW TO PLAY WINDOW

This window describes the information about the controls and how to play the game.



Fig 4: How to Play Window