

Exercise 4

Option 1. Implement a shooter type of game. The items you shoot should be moving and hit detection should be properly handled. The game must have some kind of scoring system. For maximum grade, the game should have one of the following features:

- A. rigid body simulations (for realistic falling of objects)
- B. animated gif sprites of moving characters that shoot back at you

Option 2. Impress me with something original of equal or higher difficulty 😊. To avoid discussions concerning the grade, discuss with me your original idea beforehand. An idea: combine both features A and B above!

Your presentation must begin with a demonstration of the working application (1 minute) and continue with a presentation of the source code (4 minutes). It will end with Q and A. Your team-mate does not necessarily need to be there during your presentation.