

Assignment 6

Final Project

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4 February 2020

Deadline

Tuesday, 31 March 2020 at 23:55.

Task

- Write a simple racing game with 4 contestants featuring:
 1. Object-Oriented Programming characteristics (e.g. the competitors should be described by a class),
 2. some degree of randomisation both for the environment and the behaviour of eventual NPCs,
 3. smooth gameplay (i.e. everything should work, obviously).
- Take care of programming style: make it readable, keep it simple and comment extensively.

Tips & Suggestions

- Use different images for the participants (StdDraw provides some functions for that).
- Increase the Canvas size for having a bigger track.
- There should be only one winner at a time.
- Unleash your creativity!
- The project will be evaluated considering the complexity of your project, the code style, and the quality of appearance and gameplay.

GOOD LUCK!