

Ninja!Ninja!Ninja!Zombie!



- Ninja!Ninja!Ninja!Zombie!
- Written by Steven C Jackson

Overview



- Written in Java
- Based on Pacman-style gameplay
- You're the only zombie, have to re-infect the world

Resources



- NetBeans IDE
- Java Docs
- Java Game Programming Tutorials
- freesound.org
- Zombie sprite from internet
- Drew Ninja

File Overview



- Two main files
 - Main
 - Board
- Board has all the guts
 - Animation
 - Sprites
 - Keybinding
 - Screens

Version Control



- GIT
 - Rollback
 - Changelogs
 - Tags
 - Branching

ShowScreen Method



// displays whatever is passed as parameters

```
public void showScreen(Graphics2D g2d, String screenTitle, String[] screenLines, int startPos){
    g2d.setColor(new Color(80, 0, 0));
    g2d.fillRect(0, 0, d.width, d.height);
    g2d.setColor(Color.white);
    g2d.drawRect(0, 0, d.width, d.height);
    Font screenTitleFont = new Font("Helvetica", Font.BOLD, 24);
    Font screenElementFont = new Font("Helvetica", Font.BOLD, 14);

    FontMetrics metrTitle, metrElements;
    metrTitle = this.getFontMetrics(screenTitleFont);
    metrElements = this.getFontMetrics(screenElementFont);

    g2d.setColor(Color.white);
    g2d.setFont(screenTitleFont);

    g2d.drawString(screenTitle, (d.width - metrTitle.stringWidth(screenTitle)) / 2, startPos);

    g2d.setFont(screenElementFont);
    for(int lines = 0; lines < screenLines.length; lines++){
        g2d.drawString(screenLines[lines], (d.width - metrElements.stringWidth(screenLines[lines])
    }
```

Board Building



- Sections built by number representation in Array
- 1 = Left
- 2 = Top
- 4 = Right
- 8 = Bottom
- 16 = Brain
- Add together elements

Brain Eating



- Masked '16' with current location
- If masked bit returns true, then you're on a brain
- Sub 16 from that tile to remove brain
- Increment points

Gameplay



- Avoid the Ninjas – they're deadly
- Eat all the brains
- Starting lives, number of ninjas, and req'd levels to game completion based on complexity setting
 - Easy – 5 lives, 1 Ninja, 2 Level
 - Med – 3 lives, 3 Ninjas, 3 Levels
 - Hard – 2 lives, 4 Ninjas, 4 Levels
 - Ludicrous – 1 life, 6 Ninjas, 10 Levels

Moar Gameplay

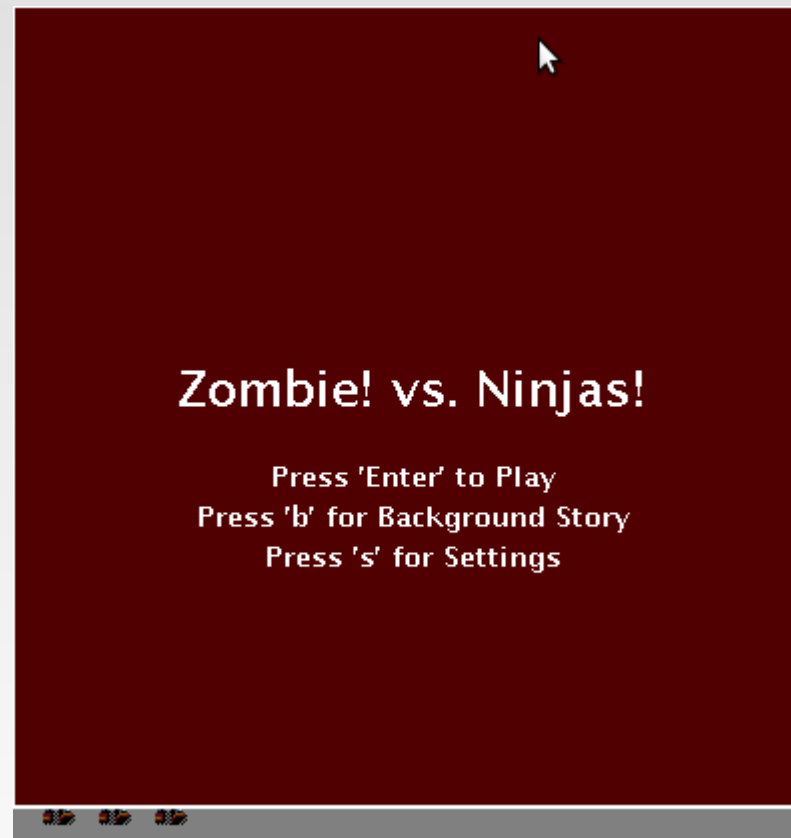


- Arrow Keys to move
- Keyboard to set settings, enter game
- Hit a Ninja, you die
- Eat all the brains, progress a level, 1UP

Title Screen



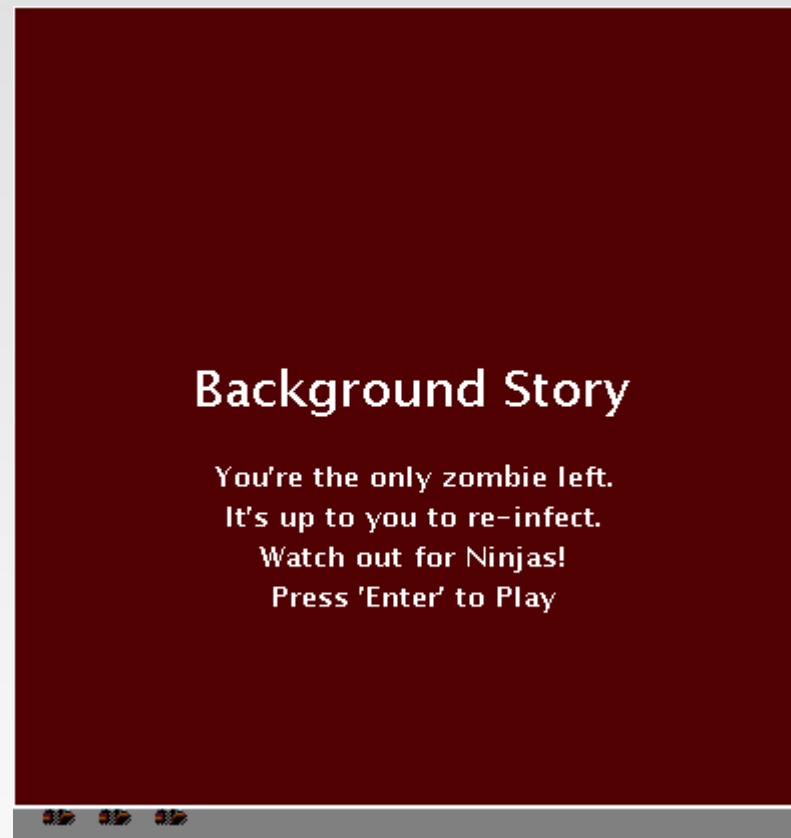
- Title, Enter, Story, Settings



Story Screen



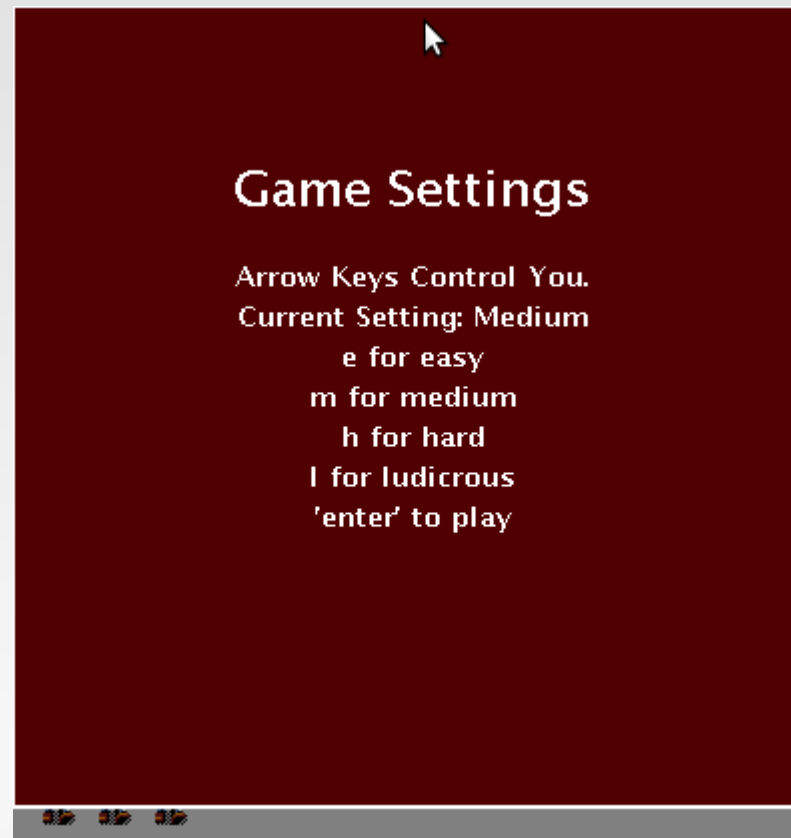
- Only zombie, eat brains.



Settings



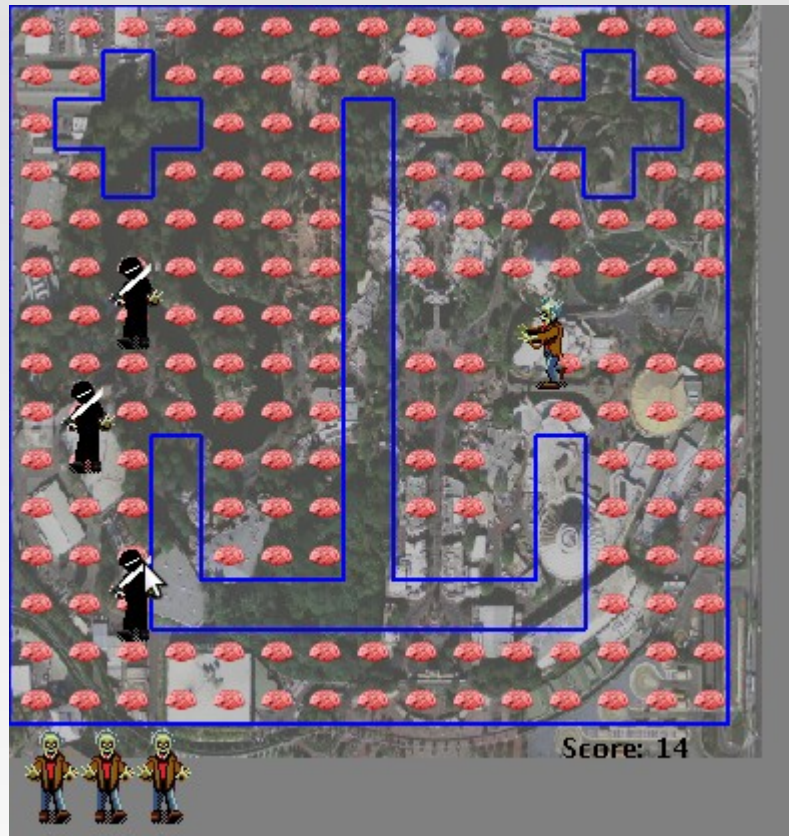
- Easy, Med, Hard, Ludicrous



Gameplay Screen



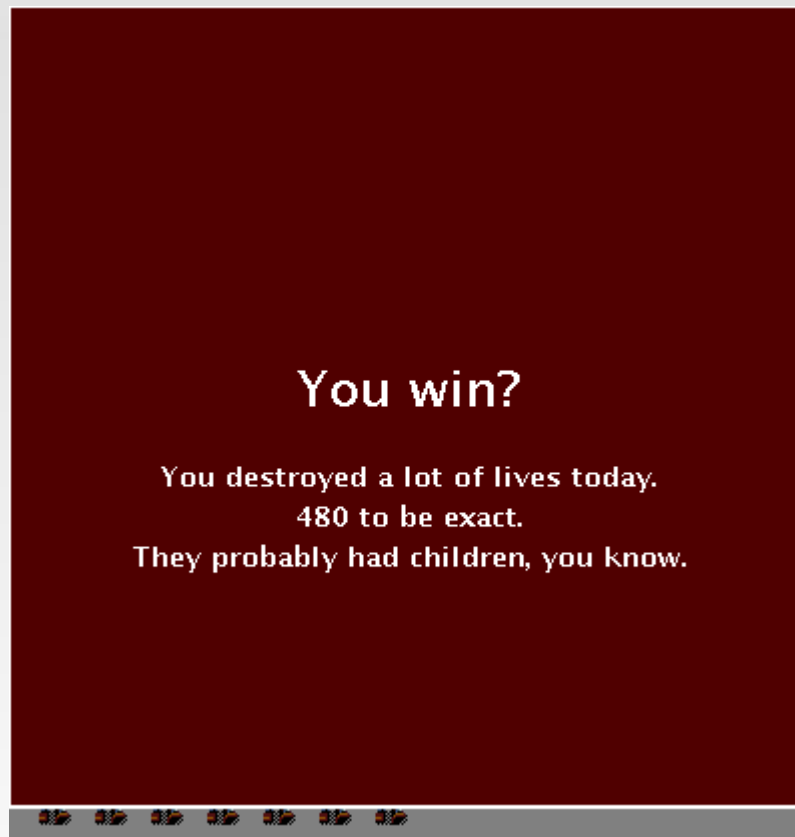
- Smiley board, Disney World, Brains, Ninjas, Zombies



You Win?



- You put the laughter in manslaughter



Losers Get Credits



You got the credits. You lost.

GAME OVER::Credits

Game concept is Pacman with Zombies! and Ninjas!

Nothing Special.

Written by Steven.

Art stolen from the internets.

Some code ideas from

<http://www.zetcode.com/tutorials/-->>

[javagamestutorial/pacman/](http://javagamestutorial.com/pacman/)

As always, beware the Ninja!

'ESC' to title

Enter to 'retry'

Cheater!



- Find the cheat code, flip the gameplay!

Ninja! vs. Zombies!

Press 'Enter' to Play
Press 'b' for Background Story
Press 's' for Settings

Background Story

You're the only ninja left.
It's up to you to save humanity!
Watch out for Zombies!
Press 'Enter' to Play



Questions?



- Perhaps there will be live questions?
- Undead questions?