

CIS 487 - Game Design I

Chapter 4 and 5

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Ch 4 – Flak Cannon Design

- Flak Cannon is a Missile Command type game where ships must be defended from incoming kamikaze fighters.
- Chapter 4 deals much with the concept, design, and planning of Flak Cannon.
 - Always a good thing to do before coding.
- Chapter 5 deals with implementation.

What's New?

- Sound Management
 - Adding and triggering sounds
- More Sprite Sheet Animation
 - Another way of accomplishing it
- Settings Implementation
- Vector-based Sprite Movement
 - Important and awesome!