Rodent's Revenge

In Space

6.111 Final Project

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Game Overview

- Tim the beaver is lost in space
- Goal of the game: find wormhole and return to MIT
- On the way, Tim encounters malicious aliens who plan to steal his knowledge in order to conquer the universe.
- Armed only with logs, Tim must defeat the aliens and escape.

<u>Scoring</u>

- Tim has three lives at the start of the game.
- Tim receives 100 points if he defeats an alien.
- Tim receives 20 points for picking up power-ups along the way.
- Tim loses a life if injured by aliens.
- The game is over when Tim loses three of his lives.

Display Mechanism

- The screen is divided into several sprites
- The sprites are of different sizes and different (x, y) coordinates.
- Each sprite also has a fixed z coordinate denoting its precedence over other sprites.
- The sprite with the largest z coordinate would eclipse the others.









