

GAME OF GHOSTS

Abhishek Chattopadhyay¹, Pranchal Sharma², Kunal Suthradhar³, Shivam Bohare⁴

¹ Under Graduate Student, Department of Computer Science and Engineering, SRM University, Chennai, India

² Under Graduate Student, Department of Computer Science and Engineering, SRM University, Chennai, India

³ Under Graduate Student, Department of Computer Science and Engineering, SRM University, Chennai, India

⁴ Under Graduate Student, Department of Computer Science and Engineering, SRM University, Chennai, India

ABSTRACT

The paper present the design and implementation of the game “Game Of Ghost” taking its inspiration from game “Space Invader”, a space shooter game for the Super Nintendo Entertainment System.. The game is all about shooting stars in the sky by moving the space ship in the left and right direction with the help of push buttons of the boards. The score of the game keep increasing as we shoot the stars and once all the stars are shot, the level of the game changes. This project is to develop a 2D game using ADVANCED JAVA (J2ee) on the platform of the software ECLIPSE. The game is a better version of the preexisting game “THE SPACE INVADERS”. This game is a simple shooting game in which the objects fall from the top of the screen and you have to shoot them out. The score of the player is displayed on the screen side by side as the player keeps on shooting the evil bubbles falling from the screen.. The resolution of images that are inserted are good and the sound effect occurs when the game starts and ends there are different sound effect for the player during the play.

Keyword: Eclipse, advance java, the space invaders, Game of ghost

1. INTRODUCTION: -

When the world faced a high economic crisis, the gaming market was the one with 30 to 40 percent of growth rate. The biggest advantage of this sector is that it works irrespective of age and taste factor of the user. In today’s era, gaming market is expanding with the same ratio as the number of android user.

The creation of the video-game is a challenge related to a reality that is well known compared to other possible projects. The approach of the game design is modular in nature. The game starts with the visualization of the graphics such as ghost background on the screen for the interactive player.

The main objective of the paper is to present the methodology used to fulfil technical and motivational requirements. The implementation of a video-game such as “game of ghost” in hardware not only meets technical design goals, but also highly motivates in comparison to other type of projects, which is a key aspect in the learning process. Visualization of graphics on the screen is the prime aim of the project, which can be implemented using a jpg or png image files

The next task of the game is to control the game using the push buttons of the keyword. In order to shoot you have to press space bar and to move the shooting gun left and right press the arrow buttons. The rules of the game are simple if you kill 10 or more than 10 evil bubble then you will be promoted to the next level. The game is having three levels ghost, evil, and dragon level on clearing ghost level you will get promoted to the evil level and on clearing that you will get promoted to the final level which is the dragon level. The “game of ghost” game is all about shooting bubbles in the screen and gaining points. We can move the ship in the left and the right direction by

using the arrow push buttons of the board and s for the shooting purpose. Every time user shoot the bubble, the score of the game gets updated and when all the star shot the level of the game changes. There is no death condition for the ghost. The game continues as the bubbles keeps appearing on the screen.

SYSTEM MODULES:- The module is the whole description of every particular keys and attributes that are used in the game. It will give the whole information and functions of all the buttons.

MAIN MENU

It consists of all the gaming options such as start, exit and controls. This menu will welcome the player to the world of ghosts.

PLAY

If you click on play button a new window will open which will show you all the levels and will start your game from the level till where you have completed previously.

EXIT

If you click on exit then the game will end and your desktop home window will appear.

SCORE

It is a text which is opened side by side as you are playing the game and it will show you your score in the present ongoing game like how many evil bubbles you shoot simultaneously your score will also incremented and if you shoot more than 10 evil bubbles than you will automatically reach to the next level.

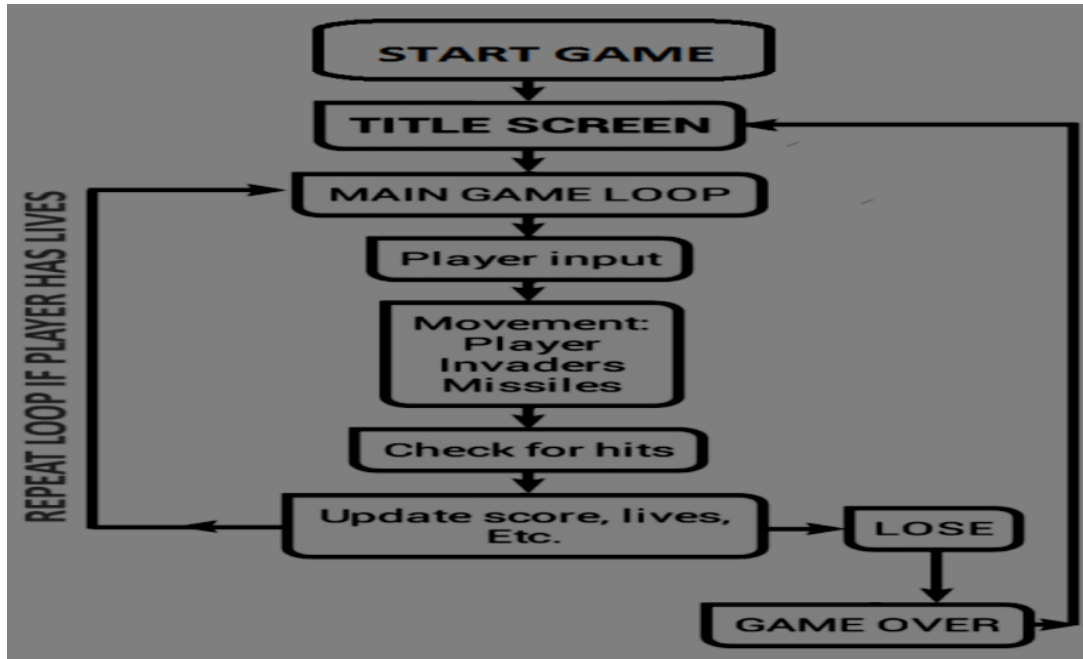
LEVEL

There are three levels in our game you need to complete the previous level in order to reach the next level

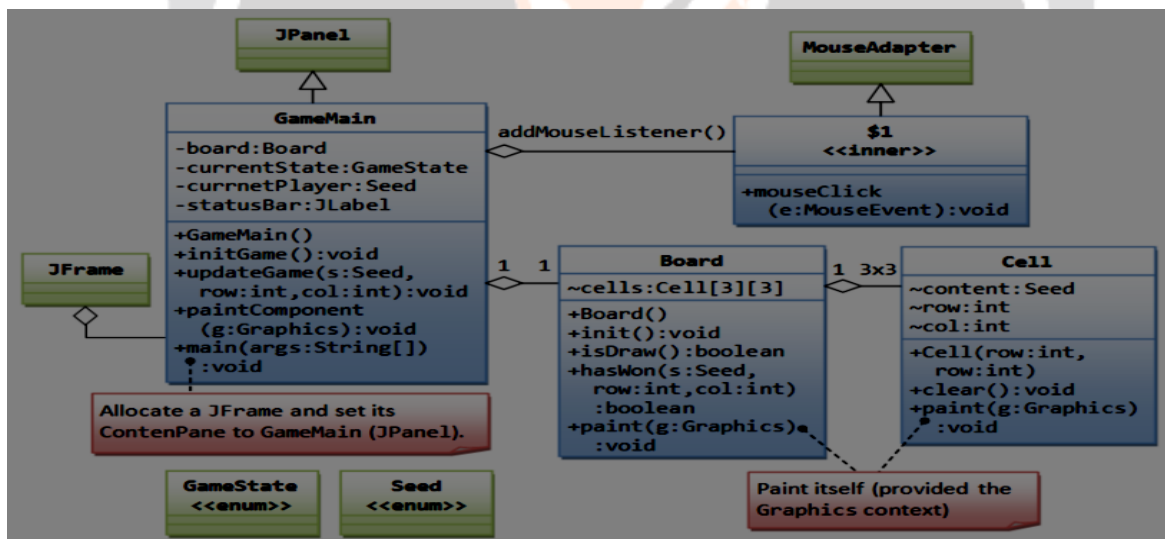
1. GHOST LEVEL
2. DRAGON LEVEL
3. EVIL LEVEL

In this all the above levels you will find different animations and horror sound effects.

DATA FLOW DIAGRAM



SYSTEM ARCHITECTURE :- This system will introduce you about all the features of java swings.



CONTROLS

The controls of this game is very specific and does not have any options to be changed it is because it is an eclipse based game and we have coded it as per some specific buttons.

MOTION OF THE GUN

The gun motion is required to kill the evil bubbles those are falling from up to down of the screen so in order to move the gun the arrow buttons are used

RIGHT ARROW=RIGHT SIDE

LEFT ARROW=LEFT SIDE

SHOOTING

As we move the gun right and left in the screen we need to shoot the bubbles simultaneously in order to score so for that purpose we have assigned the spacebar

SHOOT=SPACEBAR

SOUNDS

To make our game more interesting for the gamers to play we have added a variety of sounds to it .as the player opened the game there is a welcome sound of ghosts in it as the windows change such as The level window ,The home window and The game window sounds keep on changing .

Moreover, we have added the sound to the gunshot as you press the shoot button the gun will shoot and a gunshot sound will come when the bullet will hit the bubble and a bubble smashing sound will occur .

The sound of audio can be changed high or low as per your requirement from your pc's sound system.

GRAPHICS

The graphics are not made during the game but we have inserted the images everywhere. The images we have inserted are in “png” and “jpg” format as per the windows requirements.

EXISTING SYSTEM

The main motive of a game should be that it gives you leisure and make you feel relaxed just like the other innovative games. Do and moreover a game should be like that you get fully indulged in it.Our game is inspired by the game called space invaders. This game is also same as the existing game space invaders but there is no levels .

DRAWBACKS OF EXISTING SYSTEM

The animations, sound effect and the resolution of the game space invaders are not really good more over when a person play it he just wishes to finish it due to the lack of interest.The game space invaders is also not so good just because of its system requirements and hence it is not easily run on every platform and you cannot make its executable jar file.

PROPOSED SYSTEM

The system that we have proposed is a better version of space invaders which is called the game of ghost. The game has more sound effects and the animations in it is just like a real world. The best thing of the game is that it runs on the minimum requirement of the system. We can also make the executable jar file so that we can play the game directly like we make shortcuts in our desktop. The main reason of that is every time we don't have to open the particular platform i.e. eclipse.

SYSTEM REQUIREMENTS

The minimum requirement of the game is to have a 256 Mb RAM, a Video card and a Sound card .The Video and the Sound card should be there so as the animations to be run. We should also have the software called eclipse(ide) to make the game run.

CONCLUSION

The main goal of the project was to reproduce one of the entertaining games with great learning objective. The entire

game is developed using a ECLIPSE platform which seems to be a good choice .The game provides a relaxing environment to the player.

For future plan to extend the controls from push buttons to mouse and keyboard on PS/2 interface. The project could be port to other platform too, like the ATLYS board, and create the video drivers on DVI or HDMI interfaces, for newer monitor types and create the keyboard and mouse drivers on USB interface or even add joystick drivers on USB interface. We can also use the NET-BEANS platform and also other web development software to run this project as we have used the coding of Advanced java (j2ee).



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BIOGRAPHIES

	<p>ABHISHEK CHATTOPADHYAY</p> <p>Under graduate Student, Computer Science and Engineering at SRM University Ramapuram Chennai(TN)</p>
	<p>PRANCHAL SHARMA</p> <p>Under graduate Student, Computer Science and Engineering at SRM University Ramapuram Chennai(TN)</p>

	<p>KUNAL SUTRADHAR</p> <p>Under graduate Student, Computer Science and Engineering at SRM University Ramapuram Chennai(TN)</p>
	<p>SHIVAM BOHARE</p> <p>Under graduate Student, Computer Science and Engineering at SRM University Ramapuram Chennai(TN)</p>

