

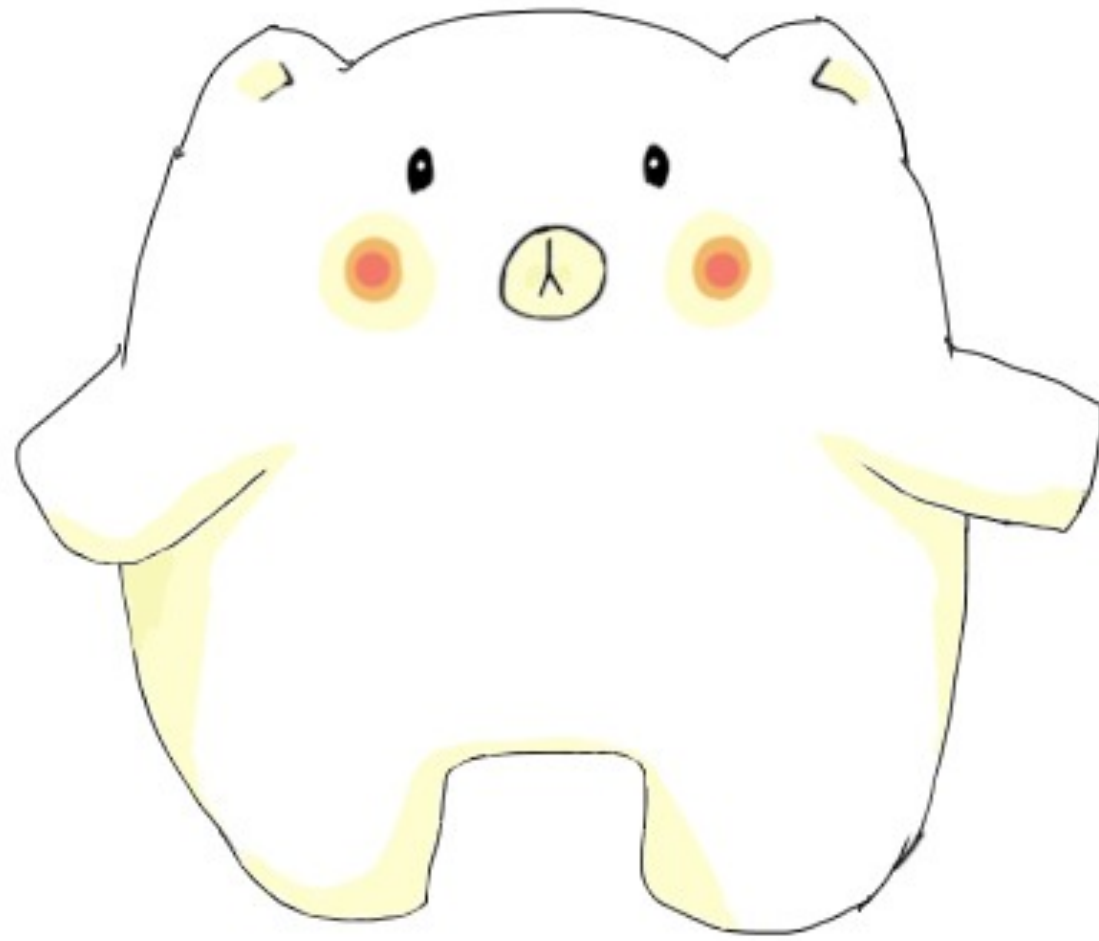
FINAL PROJECT

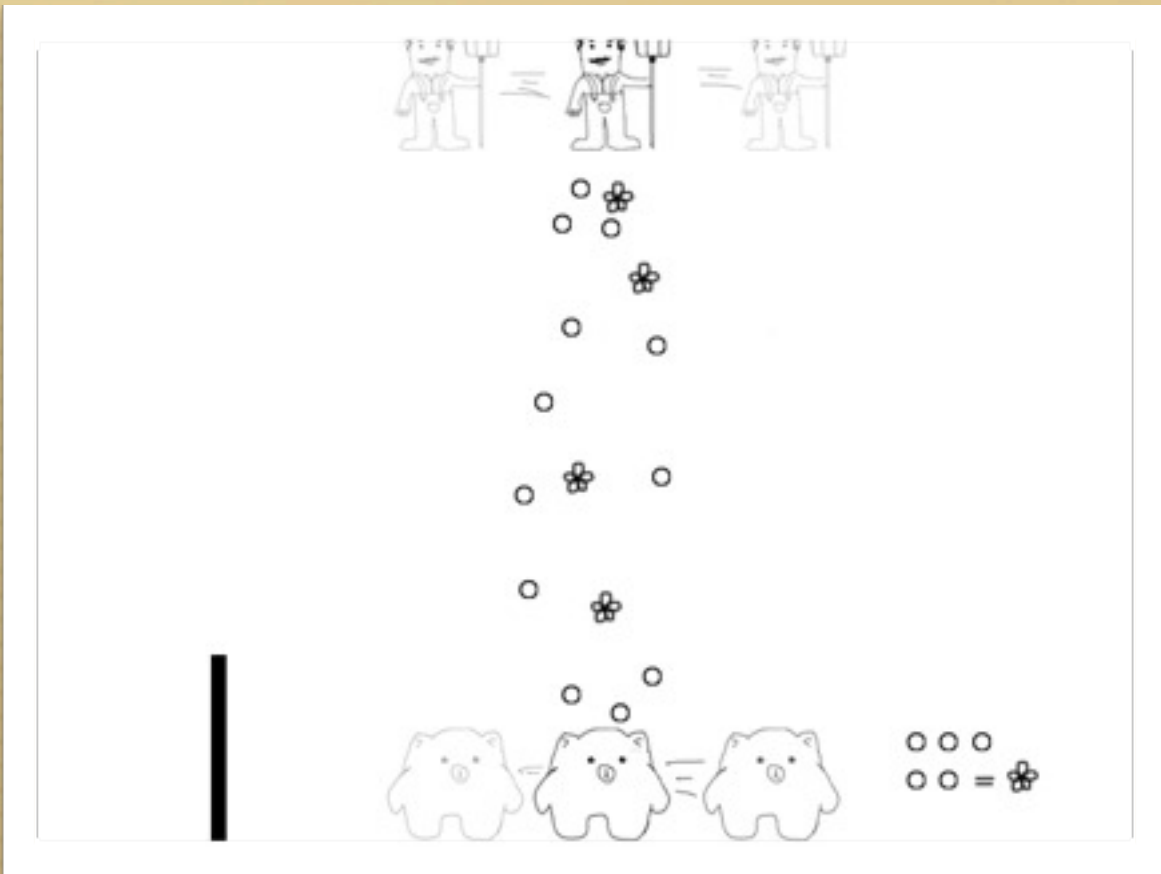
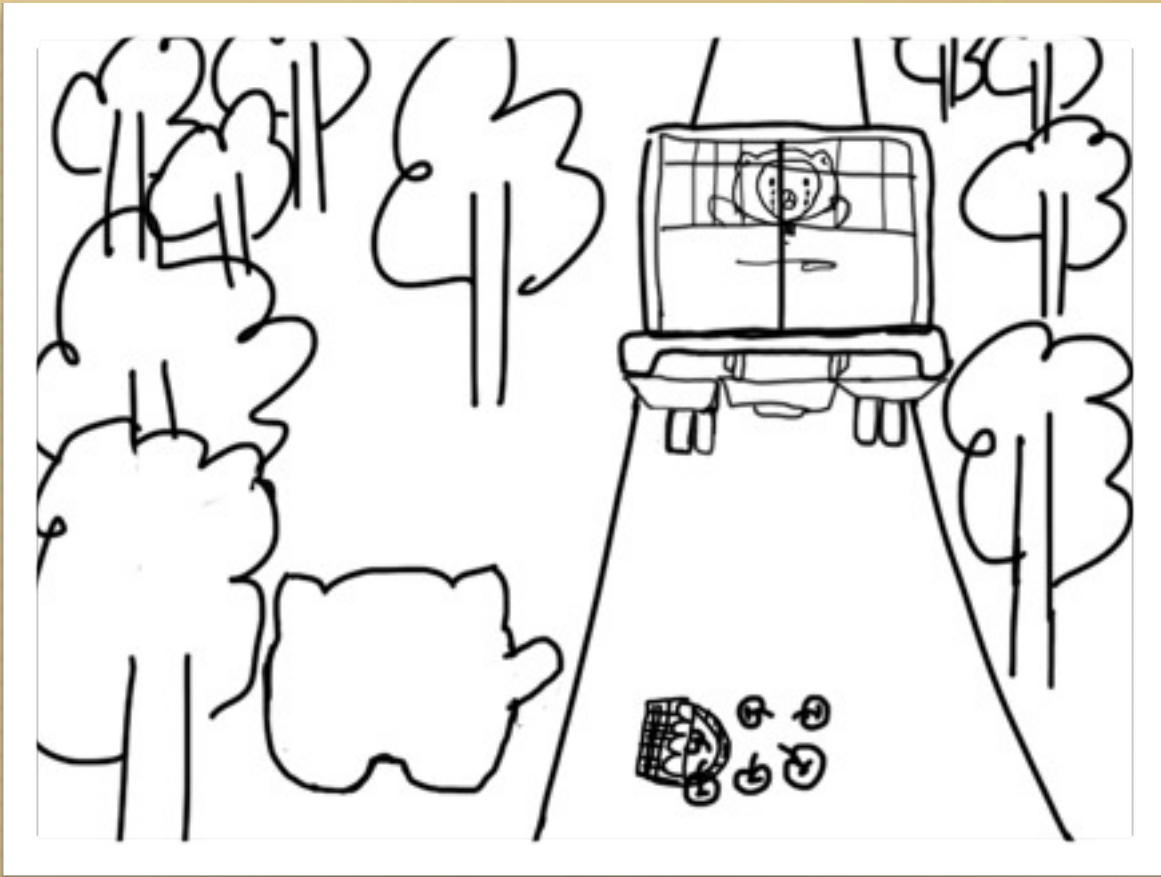
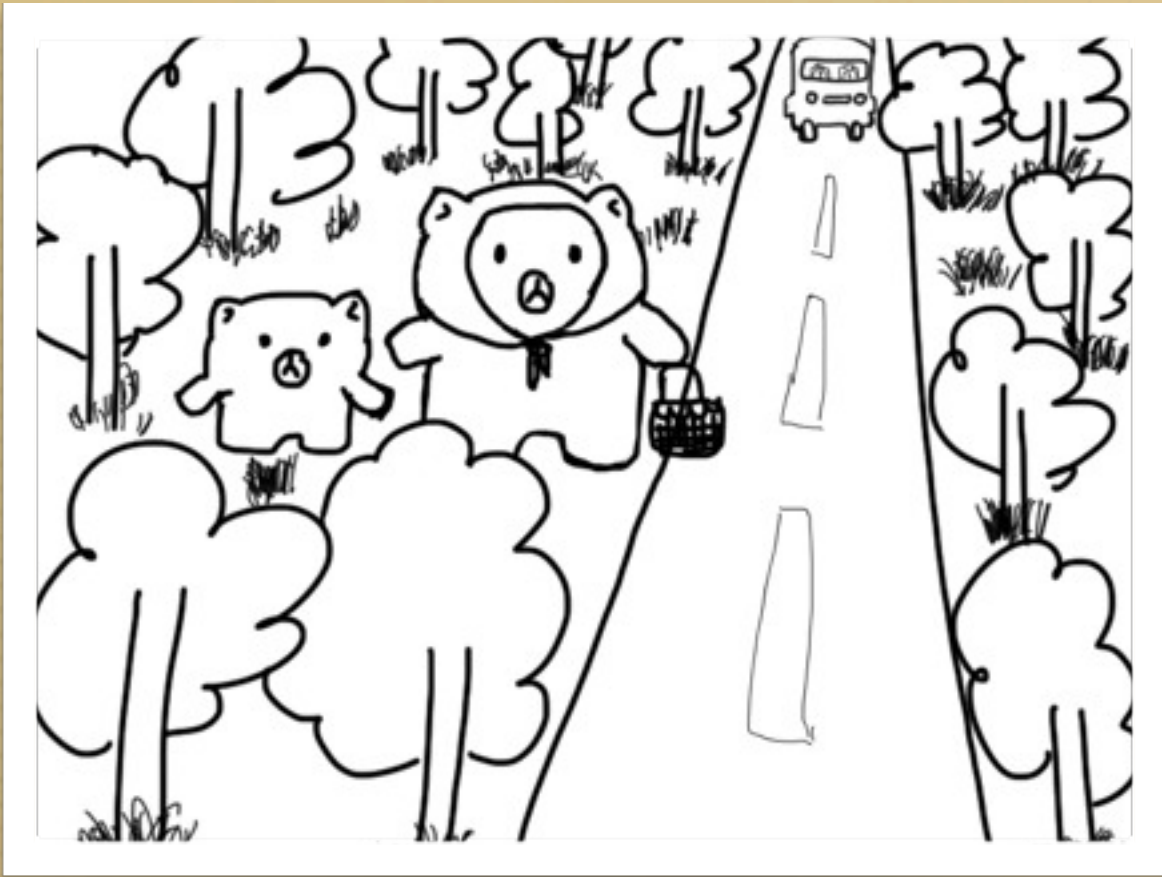
CC LAB

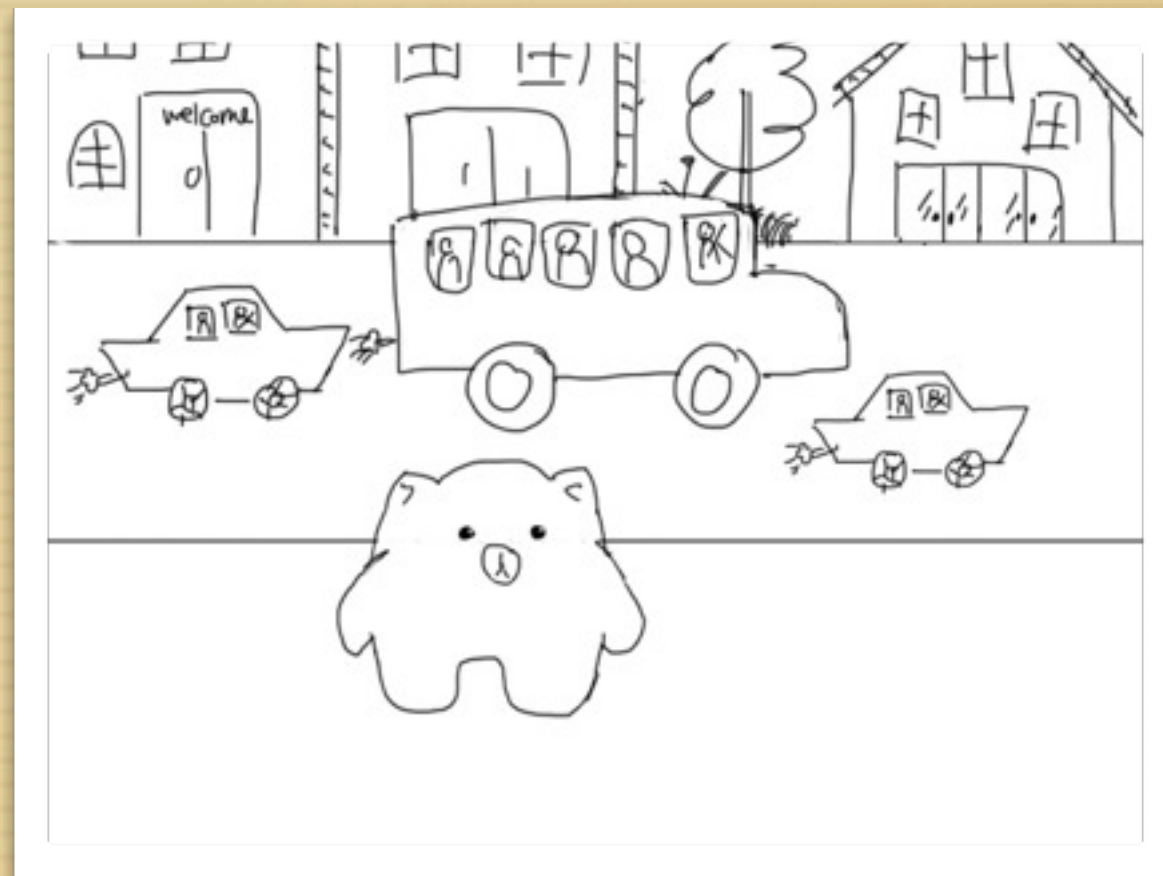
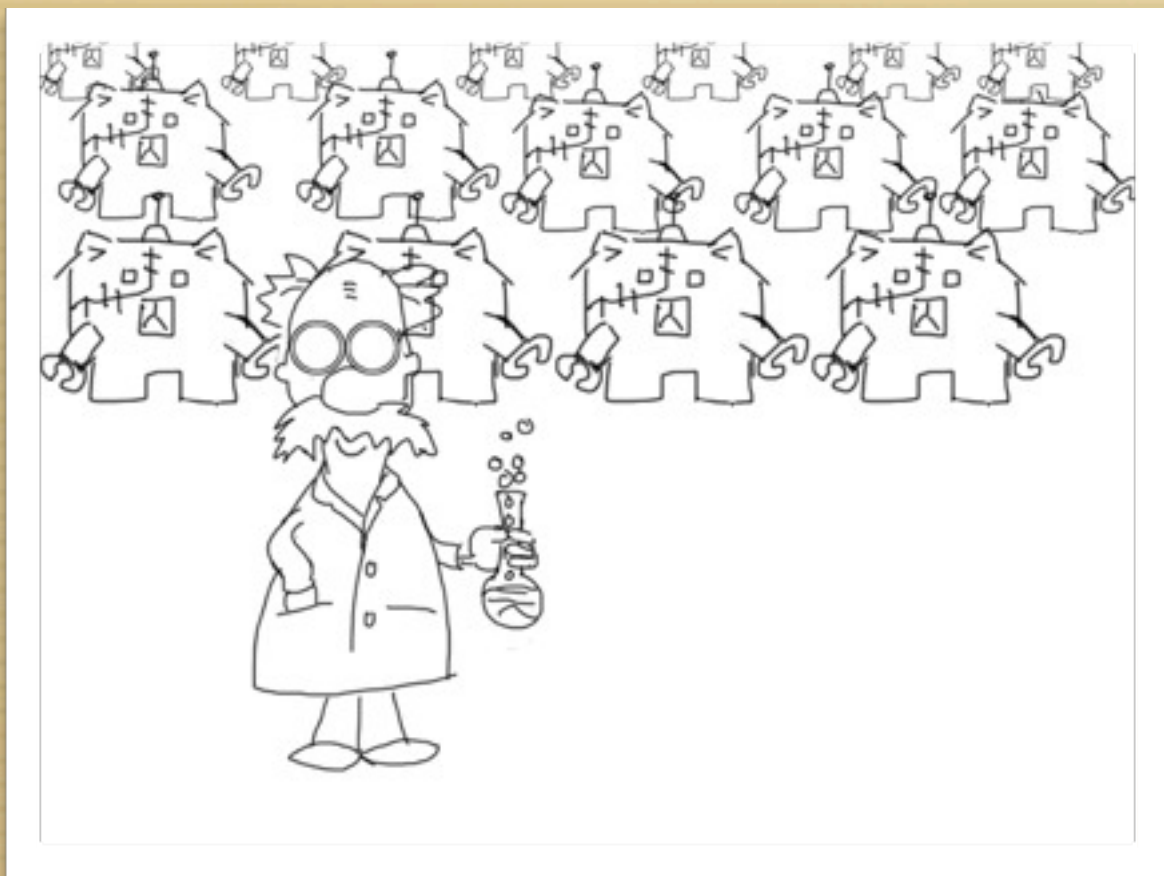
Yang Feng



Beary









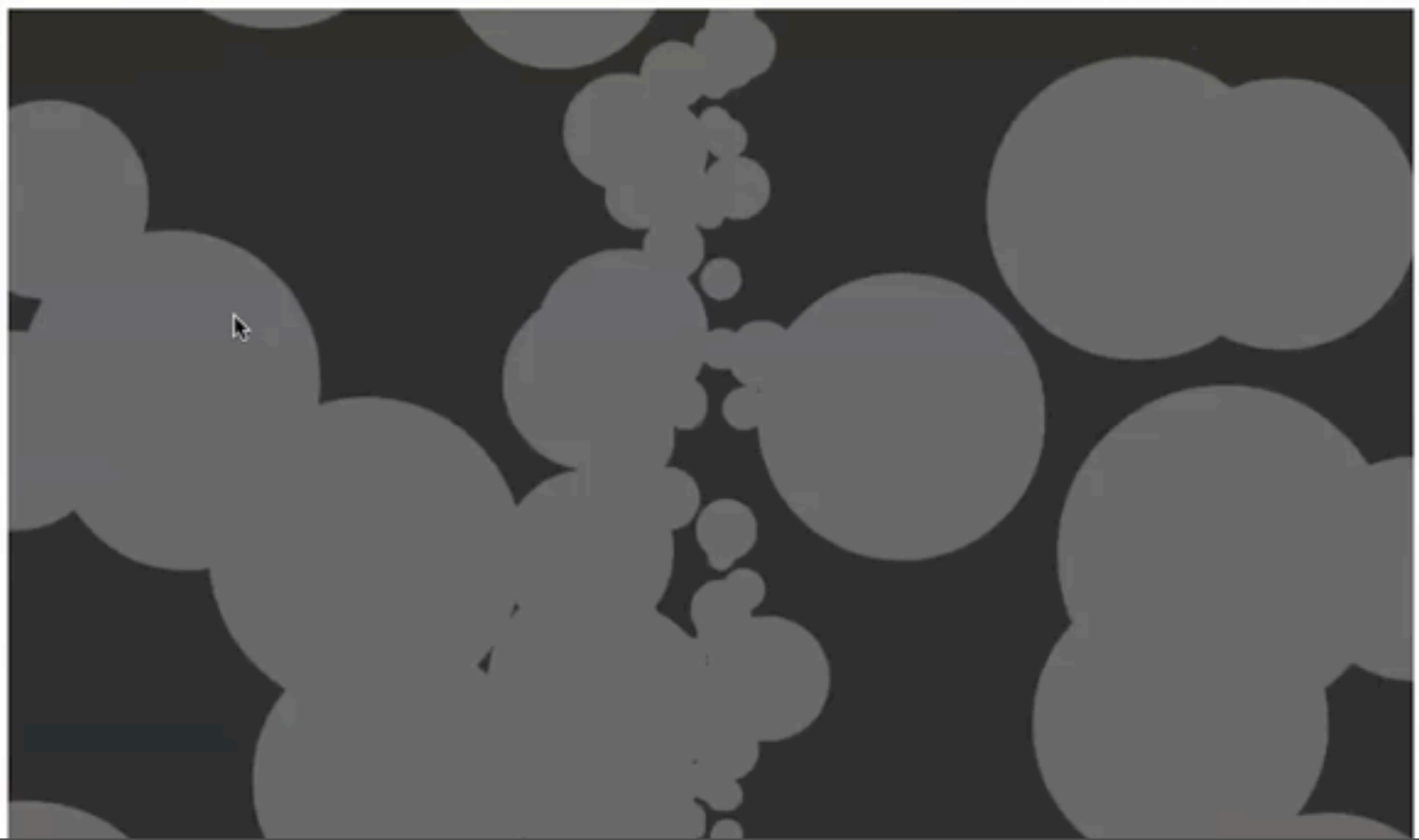
```
gameFinish();
```

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www.openprocessing.org/sketch/80025

```
FVector start  
FVector posi  
FVector veic  
  
FVector grav  
  
float mass  
  
ArrayList<Ob  
  
Emitter emit  
  
void setup()  
  size( 800,  
  frameRate  
  smooth());  
  
  emitter =  
  obstacles  
  
  for ( int  
  obstacle  
  )  
  
  startPosi  
  
  position =  
  velocity =  
  gravity =  
  );  
  
void draw()  
  background  
  
  /* Calcula  
  FVector ac  
  accelerati  
  velocity.  
  position.  
  
  for ( int  
  Obstacle  
  ) {
```





```
callFalling();  
gameFinish();
```

Shooting Game

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THANK YOU!

Yang Feng

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