

Project 3 : Graphics Fun

Summary: lets practice with GUI, graphics and the Ebiten library

Due: Tuesday March 29th at 11:59pm

Details:

Create a **new** project. Make sure it has **your name** in it somewhere in the project name.

Write go program that uses Ebiten and EbitenUI

The program should use go:embed for all images – don't load anything from the file system at runtime

You may use any theme and images that is appropriate for class.

Your program should:

- use the ebiten, ebitenUI (and their dependencies) and go standard library only
- open an Ebiten window which is at least 700*700 pixels
- load a 'player sprite' which the player can move with the keyboard.
- Create a slice of 10 "enemy" sprites, each should be randomly placed somewhere on the window
- display a score (with a label so the player knows it is the score)
- when ever the player moves and collides with one of the "enemies"
 - remove the enemy from the slice and the screen
 - add to the score and be sure the new score is displayed
- At least when the player has collided with (and removed) all the enemies, put two EbitenUI buttons on the screen,
 - one should add another 10 enemies randomly placed on the screen,
 - and the second should allow the user to quit the game.

Also make your solution compatible with web assembly, include, the index.html, .js file and basic webservers that we provided in class in your project

Submitting the project.

submit the project by [putting it on github and sending me a collaboration invite.](#) As before