Greenfoot Gallery

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A showcase of two-dimensional Greenfoot scenarios in Java.

Scenario Showcase

Mushroom Kingdom Madness
by Davis-Maverick   Released: 5 May, 2008

Description: Fly past the Rocket and ShyGuys to get the Eggs and eventually Baby Luigi!
Views: 48   **Votes:** 3
Browse similar Tags: Explosion, fast, game, physics, shooter, space, timing
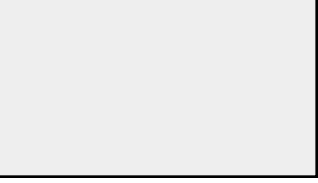
Play

MathGame01
by dbal   Released: 22 Jul, 2008

Description: Addition and multiplication practice.
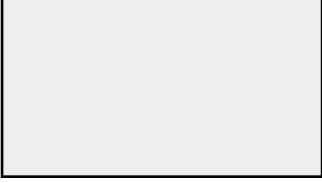**Views:** 195   **Votes:** 17
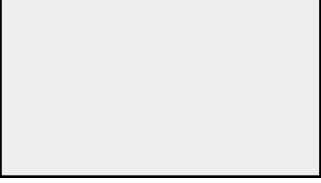**Browse similar Tags:** GUI, With source, demo, game

Play

Recently Added
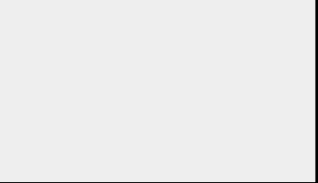
antstestest
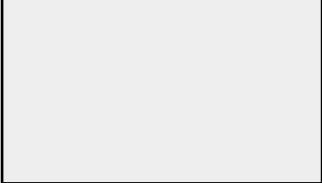by polle
last updated: 22 hours ago
Views: 121   Score: 0

marbles
by delmar
last updated: 2 days ago
Views: 54   Score: 0

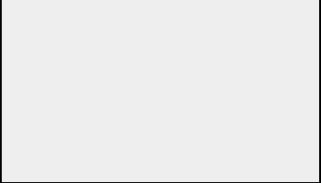**JAVA**
by Evil12345678910
last updated: 4 days ago
Views: 78   Score: 0

DragonBallZ
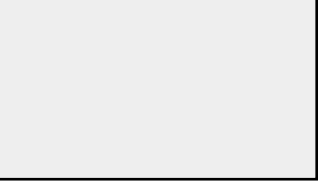by Evil12345678910
last updated: 4 days ago
Views: 24   Score: 4

Pip The Pea
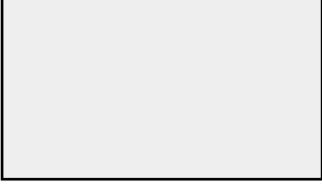by JL235
last updated: 1 week ago
Views: 26   Score: 6

DragonBallZ
by Evil12345678910
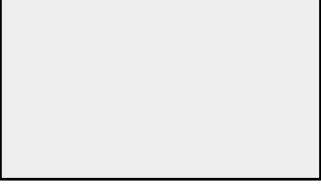last updated: 1 week ago
Views: 17   Score: 4

Highest Rated
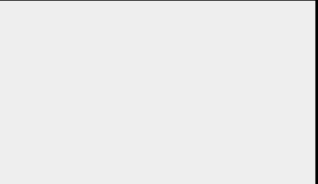
Bricks
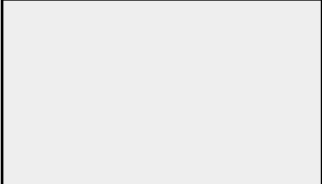by davmac
last updated: 11 February
Views: 542   Score: 84

Feena's game
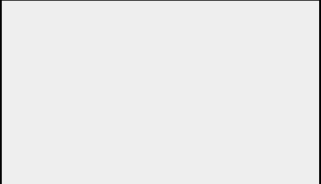by mik
last updated: 3 March
Views: 261   Score: 71

game1.1
by bblicious52
last updated: 16 June
Views: 132   Score: 60

Mushroom Kingdom Madness
by lulz
last updated: 13 November
Views: 236   Score: 51

FINALPROJECT-SHIPBATTLE 1.1
by Evil12345678910
last updated: 13 June
Views: 117   Score: 50

AA_Frogger_Extreme
by ANONeeMouse
last updated: 13 June
Views: 129   Score: 48

Browse Scenarios by Tags

2 player ball biology boardgame breakout bricks buttons Cheese crab **demo** explosion face **game** ghost **GUI** gun Hunt Labels maze menu **mouse** music pacman **physics** reaction side-scroll Simple **simulation** smiley snake space Test TextBox timing top down With source **with-source**

Latest Activity on Greenfoot Gallery

Date ▼	Username	Type	Location
1 hour ago	kwanttitatti	Comment	Pip the Pea
3 hours ago	delmar	New scenario	Super Thundershot
6 hours ago	dang	Comment	Super Thundershot
6 hours ago	davmac	New scenario	Cheese Hunt
10 hours ago	davmac	Comment	Greenfoot Breakout
2008-Jun-18	mambo74	New user	Welcome, mambo74!
2008-Jun-15	mjrb4	New scenario	MathGame01
2008-Jun-11	davmac	Comment	Noughts and Crosses Challenge
2008-Jun-10	polle	New user	Welcome, polle!
2008-Jun-09	davmac	Comment	MathGame01
2008-Jun-09	delmar	Comment	MathGame01

News, Events & Updates

Event: AZ, USA high school students show off game design skills

Arizona teenagers are getting a hand with learning how to break into the video game industry, thanks to a new program at Arizona State University called "Camp Game." The program lets 15 students spend six weeks under the instruction of industry veterans. Students work on a number of amateur games and then put their projects on display on the last day of the program.

This year, the final Camp Game titles will be available for the public to play on 18 July. Read more at http://sci.asu.edu/campgame/

Resources: 55 Free High Quality Icon Sets

In this post, we present 55 more excellent, free and professional icons for desktop and web design, courtesy of Smashing Magazine.

www.smashingmagazine.com/2008/07/02/55-free-high-quality-icon-sets/

Greenfoot.org: Scenario, labs and worksheets

Qusay H. Mahmoud from the University of Guelph has published a Greenfoot scenario he uses for his teaching: Going to the Moon. His web page contains very detailed information, including an introduction, PowerPoint slides, labs and - of course - source code.

More news >

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Greenfoot Gallery

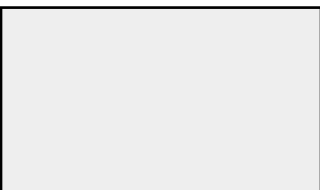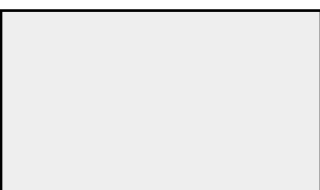| Home | Scenarios | Members | | Support | About | Contact |

Browse Scenarios

All available scenarios are listed in the table below. Click on the column headers to sort the table by that value, and use the Tags at the right to further narrow down your search.

View Scenarios by Tags:

[Show all]   2 player   ball   biology   boardgame   breakout   bricks   buttons   Cheese   crab   **demo**   explosion   face   **game**   ghost   **GUI**   gun   Hunt   Labels   maze   menu   **mouse**   music   pacman   **physics**   reaction   side-scroll   Simple   **simulation**   smiley   snake   space   Test   TextBox   timing   top down   With source   **with-source**

Show all >>

Scenarios 50 - 55 of 172   Prev ◀ 1 2 ... 14 **15** 16 ... 22 23 ▶ Next

Scenario Name	Author	Date created	Last updated ▼	Views	Rating
ArrowButton02 Example of custom GUI buttons Play ▶	dbal	2008-Jul-07	2008-Jul-13	12 (75 total)	0 (0 total)
FINALPROJECT-SHIPBATTLE 1.1 Two Player Shooting Game Play ▶	Evil12345678910	2008-May-29	2008-Jul-13	12 (75 total)	0 (0 total)
Java Final Game 1.1 SPACE INVADERS Play ▶	Evil12345678910	2008-Jun-13	2008-Jun-13	54	1
WLM - Sidestory of MM Read Front Page Instructions Play ▶	myaccountname	2008-Jun-13	2008-Jun-13	36	1
AA_Frogger_Extreme Frogger Extreme Play ▶	ANONeeMouse	2008-Jun-13	2008-Jun-13	69	2

Scenarios 50 - 55 of 172   Prev ◀ 1 2 ... 14 **15** 16 ... 22 23 ▶ Next

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2008-Jun-09	davmac	Comment	MathGame01
2008-Jun-09	delmar	Comment	MathGame01

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Paint

By: mjrb   **Created:** 2008-Jul-31   **Viewed:** 36 times (36 in the last 7 days)
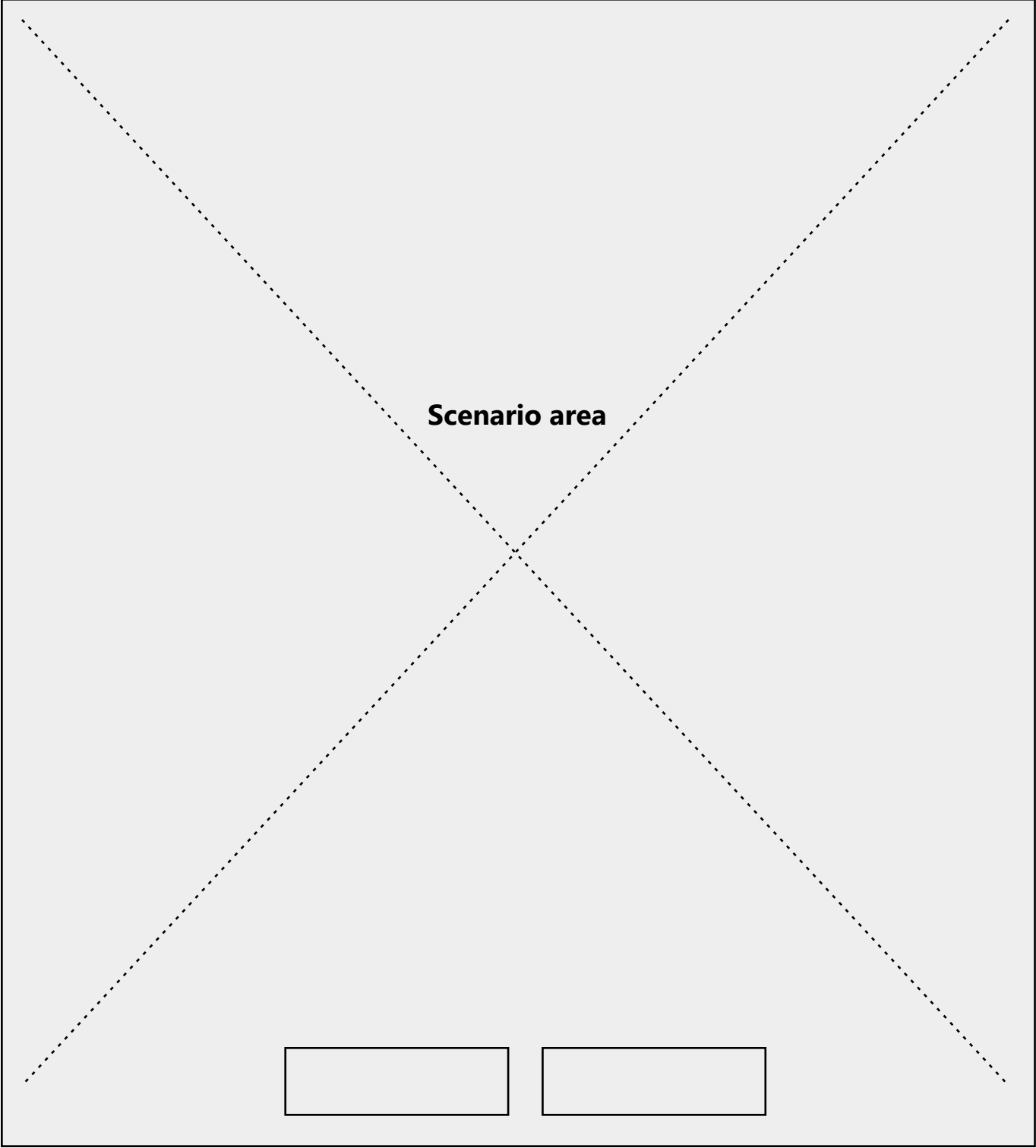
Scenario area

Scenario Description

Very simple paint program. Click and drag, the faster you drag the more dotted the line will appear.

Tags: none

Votes:

0

vote

Add your comment

Post comment   Report this scenario as broken or inappropriate.

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Super Thundershot

By: JL235   **Created:** 2008-Jul-15   **Viewed:** 196 times (159 in the last 7 days)

Scenario area
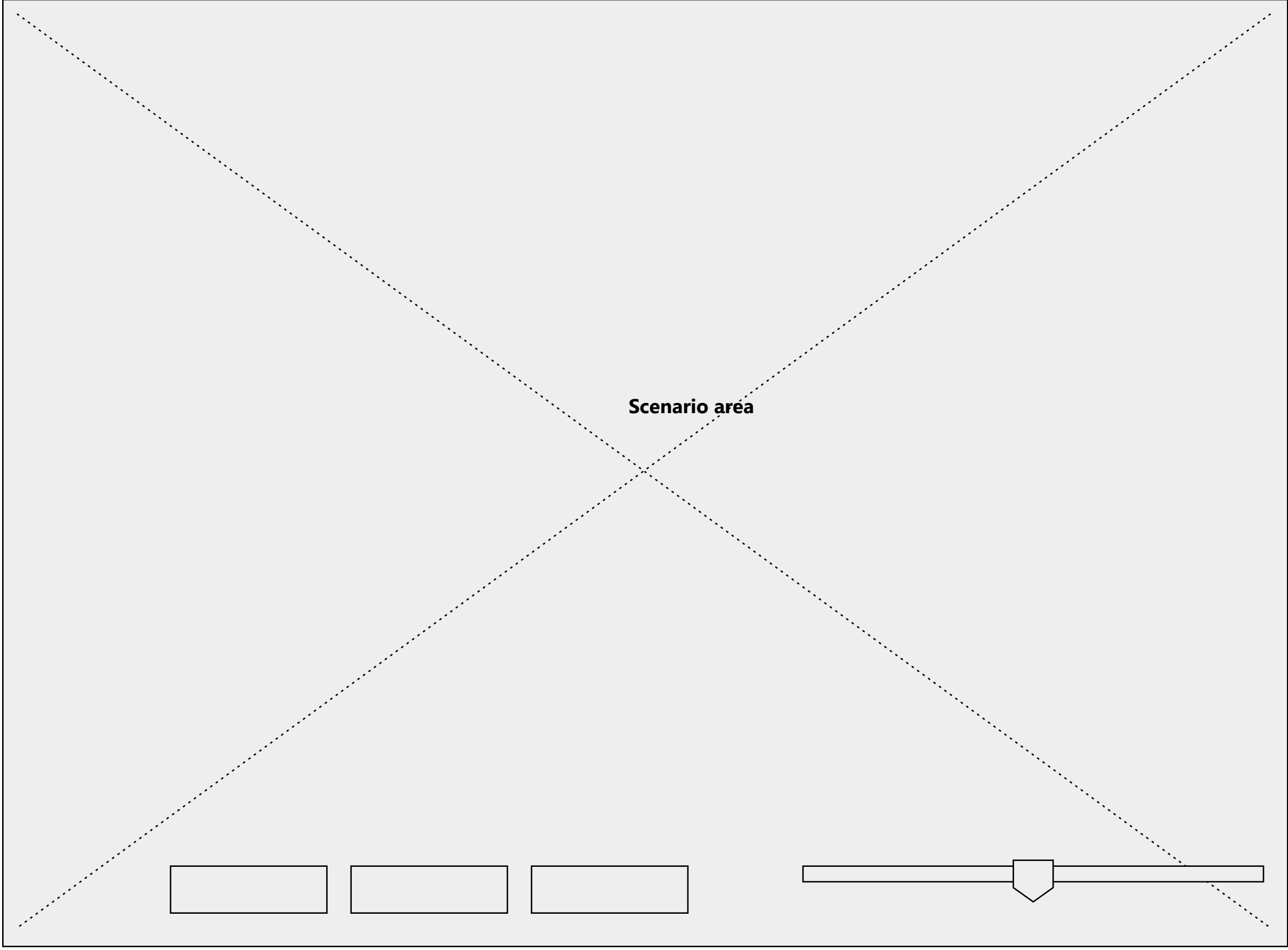
Scenario Description

READ: You need to be logged in to play!

This is currently only in demo form. You are Super Thundershot and it is your duty to stop the Evil Space Armada from invading Earth and destroying all of humanity. Fly your way to victory!

Controls:
move: W, A, S, D or the Arrow keys.
aim: mouse
shoot: left-mouse button

Your orbiting shooter can be used to stop incoming bullets. Destroy the earth supply ships that fly on from the left in order to collect power-ups.

Tags:

demo   game   space

Votes:

8

vote

Other Gallery members who like the Super Thundershot scenario: langy   trickster   davmac   polle   jafish   Skintkingle   mjrb4   delmar

Comments (10)

delmar writes (on 2008-Jul-15):

Wow!

mjrb4 writes (on 2008-Jul-15):

I don't know why and it might just be me, but this didn't work until I logged in :S

Apart from that, amazing graphics, looks really 3D (especially the rocks) and a great game!

jafish writes (on 2008-Jul-15):

Nice work!

polle writes (on 2008-Jul-16):

Awesome! Really really difficult to play with a trackpad though.

I have the same problem as mjrb4 though. Joe, I have send you some debug info via email.

davmac writes (on 2008-Jul-16):

It just needs sound effects...

trickster writes (on 2008-Jul-16):

Cool graphics!

JL235 writes (on 2008-Jul-22):

Thanks for the comments. I plan to add sound for the final version, some more enemies and a boss. I'm pretty sure I now know why it doesn't work unless your logged in and am working on a temporary fix.

langy writes (on 2008-Jul-22):

Awesome game. 3d effects are great. Needs sound and a boss though.

djb writes (on 2008-Aug-01):

I haven't got a clue how to play this, but it impressed the life out of me!

Blanked writes (4 days ago):

Had to register for this, but I'm glad I did =) Hard to play, but great concepts.

Add your comment

Post comment   Report this scenario as broken or inappropriate.

Greenfoot Gallery
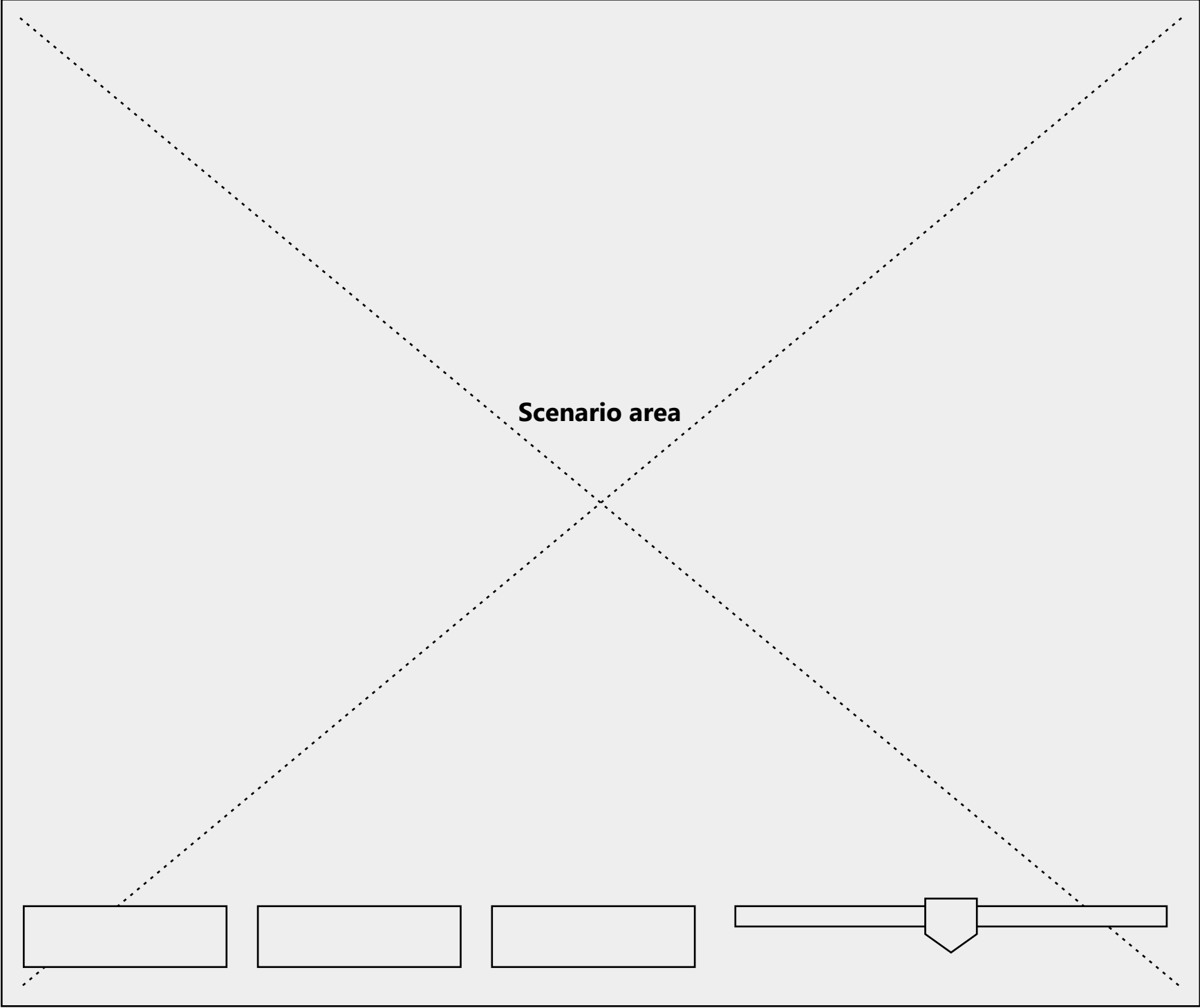
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MathGame01   **By:** dbal   **Created:** 2008-Jul-22   **Viewed:** 196 times (159 in the last 7 days)

Scenario area

Scenario Description

PROJECT: MathGame01

PURPOSE OF SCENARIO:
I am publishing this scenario in support of an article that I plan to publish on the topic of custom GUIs using Greenfoot. If and when the article is published, you will find a link to the article at

http://www.dickbaldwin.com/toc.htm

This is a relatively simple educational game for children that illustrates the use of custom labels, custom menus, text input, simple animation, sound effects, and a few other strengths of Greenfoot as a Java development platform.

The default screen consists of a title and instructions for starting the game.

When the user clicks Run, the game board appears consisting of the same title, two menu headers, and a simple math problem. The two menu headers are:

Game
Skill Level

The Game menu provides the following options:

Addition
Multiplication

The Skill Level menu provides the following options:

Kindergarten
First Grade
Second Grade
Third Grade

Disclaimer: Because I have no expertise in elementary education, those skill levels are approximations at best.

The bottom portion of the screen contains a simple math problem with instructions for the student to type the answer and press Enter.

If the student enters the correct answer, a "ding" sounds, a large happy face dances across the screen, and words of encouragement are presented in green followed by a new problem to be solved.

If the student enters an incorrect answer, a somewhat negative sound effect is played and a large face with a frown dances across the screen. The correct solution is presented in red followed by a new problem to be solved.

VERSION or DATE: 07/22/08
HOW TO START THIS PROJECT: Click the Run button.

AUTHOR: Dick Baldwin

USER INSTRUCTIONS: Click the Run button. Then select the game and the skill level from the respective menus, type the solution to the math problem and press Enter.

Visit the web page for this scenario.
Download the source for this scenario.

Tags:

GUI   With source   demo   game   keyboard   physics   animation

Votes:

7

vote

Other Gallery members who like the MathGame01 scenario:

Davis-Maverick   Doswillrule   Evil12345678910   GideonB   jafish   JL235   langy   luke.ferguson   mambo74   mik   mjrb4   mooki69   myaccountname   polle   Skintkingle   tobolate   utaibimt

Comments (5)

mjrb4 writes (on 2008-Jul-22):

Nice! Looks like a really good start to something here, and the menus work really well.

Couple of improvement suggestions if you're interested - how about a timer? You could turn it into an actual game where you have to answer as many questions as you can in the specified time, then get a score at the end of it all.

Also, I hit enter by accident a couple of times and it said 0 wasn't the correct answer - fair enough, it wasn't, but it'd be nice to have something that said you can't give an answer before you've typed any number? It'd also be good to stop anyone typing letters at all :)

Then there's the obvious things about other problems. Addition and multiplication - the next logical step sounds like implicit differentiation to me! Oh ok. Perhaps there's subtraction first.

Good start though :)

dbal writes (on 2008-Jul-22):

Thanks for the comments. I'll consider an upgrade containing your sug-gestions. Maybe a numeric text box that ignores all keystrokes other than numeric keystrokes followed by the Enter key.

Dick Baldwin

mjrb4 writes (on 2008-Jul-22):

No problem :) The numeric box sounds like a good idea. Another thing in general for the text box, I think it'd be good to just allow characters - i.e. things like the arrow keys and function keys could get filtered out.

A new version of this scenario was uploaded on Wed Jul 23 15:55:36 UTC 2008

marla writes (on 2008-Jul-24):

Thank you very much for including the source - don't you want to tag it with the with-source tag?

A new version of this scenario was uploaded on 2008-Jul-24

A new version of this scenario was uploaded on 2008-Jul-24

dbal writes (on 2008-Jul-24):

Done. Thanks,
Dick Baldwin

Add your comment

Post comment   Report this scenario as broken or inappropriate.

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Member Directory

All accounts on the Greenfoot Gallery are listed below, with statistics about the number of scenarios they have created, and overall activity.

Click on each user's name to view their full Profile page.

View members who have used the following Tags:

[Show all] 2 player ball biology boardgame breakout bricks buttons Cheese crab **demo** explosion face **game** ghost **GUI** gun Hunt Labels maze menu **mouse** music pacman **physics** reaction side-scroll Simple **simulation** smiley snake space Test TextBox timing top down With source **with-source**

Show all >>

62 total users

Member name ▼	Total scenarios	Latest activity		Last log-in	Member since
Davis-Maverick	1	9 hours ago	Commented in Mothra	11 hours ago	2008-May-30
Doswillrule	1	2008-Jul-15	Commented in sheep	2008-Jul-28	2008-May-10
Evil12345678910	5	3 hours ago	New scenario created: balloons	4 hours ago	2008-Jun-05
GideonB	1	2008-Jul-15	New scenario created: balloons	2008-Jul-16	2008-Apr-13
jafish	1	1 hour ago	Commented in BouncingBalls	2 hours ago	2008-Mar-27
JL235	5	2008-Jul-07	Commented in Pip the Pea	2008-Jul-11	2008-Mar-27
langy	1	2008-Jul-22	New scenario created: First attempt	4 hours ago	2008-Feb-11
luke.ferguson	1	5 hours ago	New scenario created: Feena's game	10 hours ago	2008-Jun-02
mambo74	0	11 hours ago	New accounted created. Welcome, mambo74!	11 hours ago	Today
mik	7	2008-Jul-12	Commented in Pacman	2008-Jul-12	2008-Feb-11
mjrb4	5	Yesterday	Commented in Space Invaders	6 hours ago	2008-Mar-26
mooki69	1	Yesterday	New scenario created: Checkers	Yesterday	2008-Jun-02
myaccountname	2	2008-Jun-16	Commented in KN_RoadCross	4 hours ago	2008-Jun-13
polle	2	2008-Jul-07	Commented in Side scroll demo	2008-Jul-07	2008-Jun-10
Skintkingle	2	2008-Jul-14	Commented in PointToMouse	2008-Jul-14	2008-Jul-11
tobolate	2	2008-Jul-14	New scenario created: NotePad	3 hours ago	2008-May-12
utaihimt	1	2008-Jul-14	New scenario created: SneakGame	2008-Jul-15	2008-Mar-11

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2008-Jun-09	davmac	Comment	MathGame01
2008-Jun-09	delmar	Comment	MathGame01

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mik's Profile

Member since:
2008-Feb-11

Latest activity:
2008-Jul-12   Commented in scenario Pacman

Last log-in:
2008-Jul-12

Total scenarios:
8

My favorite scenarios:
balloons (created by polle)
Reaction (created by mjrb4)
Reaction version 2 (created by mjrb4)
BouncingBalls (created by jafish)
MathGame01 (created by dbal)

A little about me:
My name is Michael Kölling. I work at the University of Kent, where I teach Java and other things. I am one of the developers of Greenfoot.

School, Company or Institution:
University of Kent

Location:
Canterbury, United Kingdom

Hobbies and interests:
object-oriented systems, programming languages, computer science education, development environments and tools, visualisation, user interfaces

Personal homepage:
www.cs.kent.ac.uk/~mik/

Scenarios by mik

Scenarios 1 - 5 of 12   **1** 2 3 ▶ Next

Scenario Name	Author	Date created	Last updated ▼	Views	Rating
Polle's sidescroll demo A demo to show a side-scroll background Play ▶	mik	2008-Jul-07	2008-Jul-13	12 (75 total)	0 (0 total)
crab a crab - not finished Play ▶	mik	2008-May-29	2008-Jul-13	12 (75 total)	0 (0 total)
Feena's game Feena's Pengu Game Play ▶	mik	2008-Jun-13	2008-Jun-13	54	1
Greenfoot Breakout A start of a breakout game Play ▶	mik	2008-Jun-13	2008-Jun-13	36	1
Ants A simulation of ants looking for food Play ▶	mik	2008-Jun-13	2008-Jun-13	69	2

Scenarios 1 - 5 of 12   **1** 2 3 ▶ Next

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Support & FAQ

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Weekly tip

Did you know that a multimedia library is available to you on Greenfoot.org? Come browse this collection of images and use them in your own scenarios.

Greenfoot.org - Image Collection >

Help with…

Your Gallery profile	Details for how to create a new account, and how to manage your account's settings
Uploading and managing your own scenarios	A walk-through of how to upload scenarios through Greenfoot to the Gallery website
How to find other members' scenarios	Explains the many search features such as Tags for filtering the scenario list and available sorting options
Comments and voting	Shows how the Gallery website's voting system works, and how to add comments to scenarios
API documentation	The interface documentation of Greenfoot's standard classes is essential to modify or create new scenarios
Greenfoot development community	How to join and use the Greenfoot community's mailing list and the discussion group
Greenfoot license and background	The general use and license terms for Greenfoot itself and the Gallery website

Downloads

Download the current release of Greenfoot (1.4.5)
For Mac, Windows and *Nix

Download previous versions (unsupported)
Previous versions of Greenfoot are archived here. Note that they are no longer supported.

Greenfoot image collection
If you want to develop your own scenarios, some icons and images may be useful. You can find some in the Image Collection.

More example scenarios
The Greenfoot download includes some sample scenarios. Descriptions of those scenarios, and additional scenarios to download, are available on the scenario page.

What's new in Greenfoot

Version 1.4.5 (2008-Jul-2)

- Gallery related improvements:
  - Notify user when overwriting existing scenario on Gallery.
  - Dialog boxes in applets no longer freeze the browser.
  - Add tags when exporting to Gallery.
  - When "Locking" the scenario, disable moving of objects with the mouse.
  - Option to include source code when exporting.
  - Title-field to change the name of a scenario as it is seen on Gallery.
  - Fixed bug: submitting scenario with a multi-line description broke the scenario.
- "Get" objects from inspector/method result into the world.
- Speed slider range is changed.
- And a lot of bug fixes…

View changes in previous release >

Getting started

You can get started with Greenfoot in three easy steps:

1 - Install the software

If you don't have a Java system installed on your machine, download and install Java from Sun Microsystems. You need Java 5 (JDK 5.0) or later.

Then download Greenfoot from the downloads page and install.

2 - Join the community (optional)

Subscribe to the mailing list or join the discussion group to discuss ideas, ask questions, find out what other Greenfoot users are doing and give feedback.

3 - Read the tutorial

Download the tutorial and read through it. Work along as you read, and within minutes you'll be right in the middle of Greenfoot programming.

Tutorial videos

On Greenfoot.org, we are starting to build up a library of short tutorial videos. Currently, we have only just started, so there is not much here yet. Our goal is to build up a collection of videos for every stage of development - from simple basics to sophisticated tricks.

Watch the videos available, and check back again later—there may be more available in a few weeks.

Basic tutorial videos >

Advanced tutorial videos >

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- How to find other members' scenarios
- Comments and voting
- API documentation >>
- Greenfoot development community
- Greenfoot license and background

Greenfoot API

The interface documentation (API) of the Greenfoot standard classes is essential if you want to modify scenarios or implement your own.

View the full documentation online >

Download the full documentation (ZIP, 40kb) >

Download an overview of Greenfoot class interfaces (PDF, 91.4kb) >

The Programmer's Manual

An introduction to Greenfoot programming. Note: The manual is currently being written, and is very incomplete. Please check back soon.

View the manual online >

Support Classes

Generally useful classes that you might want to use in your scenarios.

View support classes >

View/Report bugs

View or report bugs and requests for enhancements to Greenfoot APIs in our bug database.

View our issue tracking system >

Downloads

Download the current release of Greenfoot (1.4.5)
For Mac, Windows and *Nix

Download previous versions (unsupported)
Previous versions of Greenfoot are archived here. Note that they are no longer supported.

Greenfoot image collection
If you want to develop your own scenarios, some icons and images may be useful. You can find some in the Image Collection.

More example scenarios
The Greenfoot download includes some sample scenarios. Descriptions of those scenarios, and additional scenarios to download, are available on the scenario page.

What's new in Greenfoot

Version 1.4.5 (2008-Jul-2)

- Gallery related improvements:
  - Notify user when overwriting existing scenario on Gallery.
  - Dialog boxes in applets no longer freeze the browser.
  - Add tags when exporting to Gallery.
  - When "Locking" the scenario, disable moving of objects with the mouse.
  - Option to include source code when exporting.
  - Title-field to change the name of a scenario as it is seen on Gallery.
  - Fixed bug: submitting scenario with a multi-line description broke the scenario.
- "Get" objects from inspector/method result into the world.
- Speed slider range is changed.
- And a lot of bug fixes...

View changes in previous release >

Getting started

You can get started with Greenfoot in three easy steps:

1 - Install the software

If you don't have a Java system installed on your machine, download and install Java from Sun Microsystems. You need Java 5 (JDK 5.0) or later.

Then download Greenfoot from the downloads page and install.

2 - Join the community (optional)

Subscribe to the mailing list or join the discussion group to discuss ideas, ask questions, find out what other Greenfoot users are doing and give feedback.

3 - Read the tutorial

Download the tutorial and read through it. Work along as you read, and within minutes you'll be right in the middle of Greenfoot programming.

Tutorial videos

On Greenfoot.org, we are starting to build up a library of short tutorial videos. Currently, we have only just started, so there is not much here yet. Our goal is to build up a collection of videos for every stage of development - from simple basics to sophisticated tricks.

Watch the videos available, and check back again later—there may be more available in a few weeks.

Basic tutorial videos >

Advanced tutorial videos >

Greenfoot Gallery

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About the Greenfoot Gallery

The Greenfoot Gallery is a forum to publish, use and discuss computer programs (games, animations, or anything else). The programs are created using the Greenfoot environment, mostly (but not exclusively) by pupils, students, and other young programmers.

About our members

The Gallery is public: anyone can use it, join and submit content - as long as you follow the site rules. They are, in short: Be nice. Don't do anything stupid, offensive or illegal. If you want to create programs yourself, go to the Greenfoot website, download and install the software, and start by following the tutorial that comes with the download.

Many of the scenarios published here on the Gallery include a link to their source code. You may want to download and study some to see how they were made.
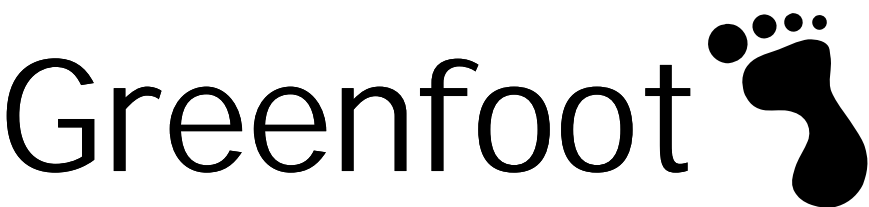
About the creators of Greenfoot

The Greenfoot Gallery is run by the BlueJ Group at the University of Kent and Deakin Unversity. It was created with support from Sun Microsystems. The site is non-commercial. We respect users' privacy - email addresses or any other user data will not be passed on to third parties or used for any purposes other than the running of this web site.

Developers: Davin McCall, Poul Henriksen, Bruce Quig, and Michael Kölling

Our sponsors:

UNIVERSITY OF Kent   DEAKIN UNIVERSITY   Sun

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Greenfoot Gallery

Welcome, **John Q. Public!** (admin)   My Profile   My Scenarios   Logout

Home   Scenarios   Members   Support   About   Contact

Contact Us

If you would like to contact the administrators of the Greenfoot Gallery, or interact directly with our members, we provide several means to get in touch with us for questions, concerns or comments.

Gallery site administration

The site itself is administered by:

Davin McCall >

Poul Henriksen >

Bruce Quig >

Michael Kölling >

Our sponsors:

University of Kent   DEAKIN UNIVERSITY   Sun

Greenfoot developers' blogs

Some of the creators and major users of the Greenfoot environment keep online journals. Read and communicate with them on their blogs:

"On Walkabout with Greenfoot" >
by Davin McCall

"Teaching my daughter to code" >
by Michael Kölling

The Greenfoot community

If you want to write Greenfoot scenarios, we recommend that you join our online discussion groups to discuss ideas, ask questions, get advice, find out what other Greenfoot users are doing and give feedback.

Join the discussion group >

Subscribe to the mailing list >

Add your institution to the user's list >

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