5CCS2SEG Software Engineering Agile Project

Team Vole Report 2018

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Introduction

This project was made according to the criteria in the handbook to create a single version player version of Toguz Korgool. This java application consists of five classes; Main, GUI, Player, Clock and Game. Created using Java swing, this game allows the player to practice the game by themselves while the computer make its move randomly. The function of the game in the GUI teaches the player to shake hands, be aware of the time limit and understand the layout of Toguz Korgool.

UML Class diagram

Please note that we did not include the variables in the GUI class as there are too many