

Advanced Program Structures Project

DIZZLE Game

This document has two parts, user manual and development manual for the game "DIZZLE".



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1- User Manual

1-1 Requirements

The **DIZZLE** game has less graphic, so it needs basic operating computer.

As, it is implemented in java, it is platform free and should be possible to play it using any desktop operating systems with JAVA version 8 or higher version installed on it. It is tested on windows 7 – 32 bits and was successfully played.

The computer should have at least 2 GB memory and a single processor with more than 2 GHz clock to perform it faster. (based on the properties window of the game package)

Dedicated graphic card/memory is not necessary, as it has less graphical features.

The game does not need any specific I/O devices to play it. It just needs ordinary mouse or keypad to play.

1-2 Program installation/start

The game is provided in JAR file format and it does need to be installed on the computer. User just needs to store the JAR file into their fixed storage, opens it, and starts to play it. The lib folder should be beside to JAR file while playing as it contains the GSON library which is helping the program to save/load processes.

1-3 Operating instructions

1-3-1 Game Field

1-3-2 How to Play

1-4 here are all error messages

2-5-1 during the game

Error message	cause	Corrective action

2-5-2 during save/load

Error message	cause	Corrective action

2 Developer manual

2-1 Development configuration

Netbeans IDE version 8.2 was used for program development and also java JDK version 8 update 5 was used for compiling and implementation. The code writing was done on a laptop with windows 7 installed on it.

Junit version 6 was used for testing of the program.

The project was saved into repository to access it from each computer at home or computers at lab of university.

For drawing the diagram of the classes and their connections, Microsoft Visio is used. It has more options to draw than Microsoft word.

2-2 Problem analysis and realization

2-2-1 GUI

2-2-2 Logic

2-2-3 AI

2-3 Program organization plan

2-4 Description of basic classes

2-4-1 GUI

2-4-2 Logic

2-5 Program testing

Test	Expectation	Result
Setting window	User should be able to choose levels from 1 to 3.	As expected, the list is provided to user from 1 to 3 to choose.
Setting window	User should be able to choose number of players from 2 to 4	As expected, a list is provided to user from 2 to 4

