Department of Computer Engineering

Bilkent University

CS 319 - Object-Oriented Software Engineering Project

IQ Puzzler

Final Report

Group Name: Violet

Group Members

Ege Akın
Safa Aşkın
Betim Doğan
Alp Ertürk
Elif Gülşah Kaşdoğan

1. Implementation Process:

Implementation process of IQ Puzzler Pro started with distributing the tasks among group members. The distribution of tasks has been done with considering the three stages of software architecture. Despite the fact that we divide our tasks, we also took part in other tasks due to provide best efficiency in limited time.

We distribute the tasks among each other with considering who is familiar and easily handle with which part and difficulty of the tasks. Since we use singleton design patters, the division of tasks provide us convenience. Safa worked on game engine; Alp, Ege and Gülşah worked on user events and screens and Betim worked on images of board and pieces. After that, Betim and Gülşah worked on reports and presentation. While we were working on our parts, we were always communicating among each other and support each other while we had problem in our own parts. In addition to our meetings three times a week, we use GitHub and WhatsApp for sharing our codes, documents and opinions.

2. System Requirements:

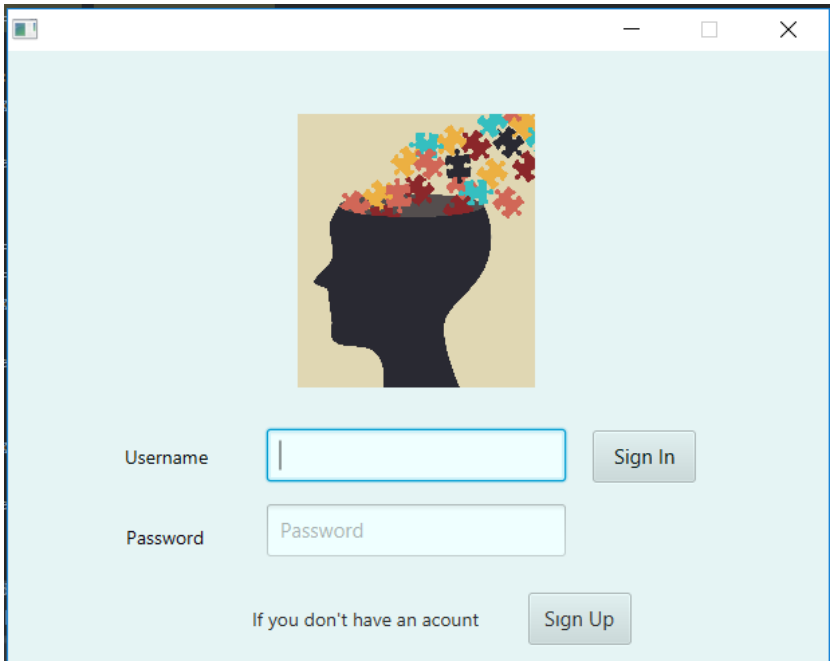
As we mentioned in our previous reports we aim our system to not to require high resolution graphics or additional environment except JRE. This game can be played in any computer having JRE environment without freezes or delays.

3. Changes in Design:

One class added named GamePlayController. This class initializes board matrix, one matrix is used for holding x positions and one used for holding y positions. Availability of board entries will be determined by this class.

4. User's Manual:

Scenes of game are as follows. It is designed to be easy and user friendly. Anyone can understand and, easily use interface.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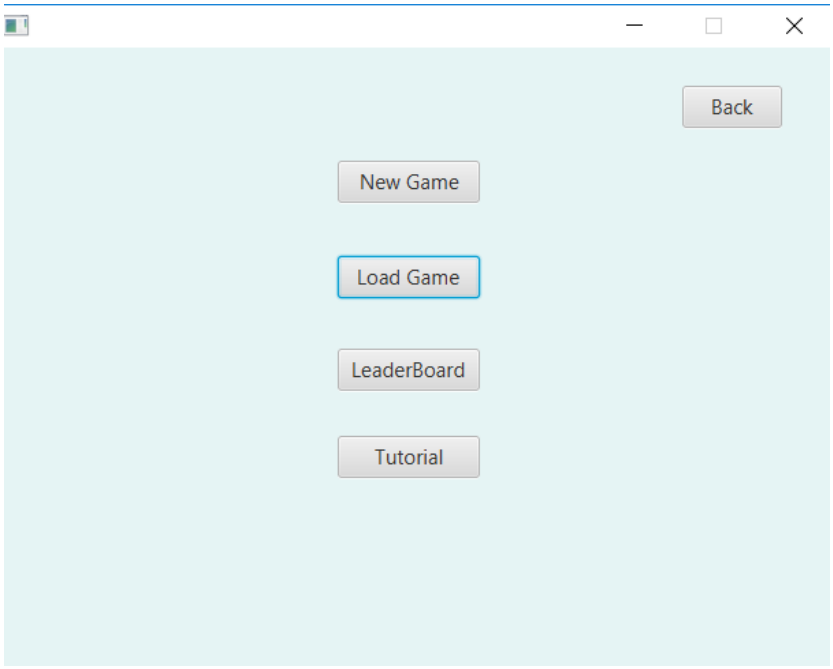
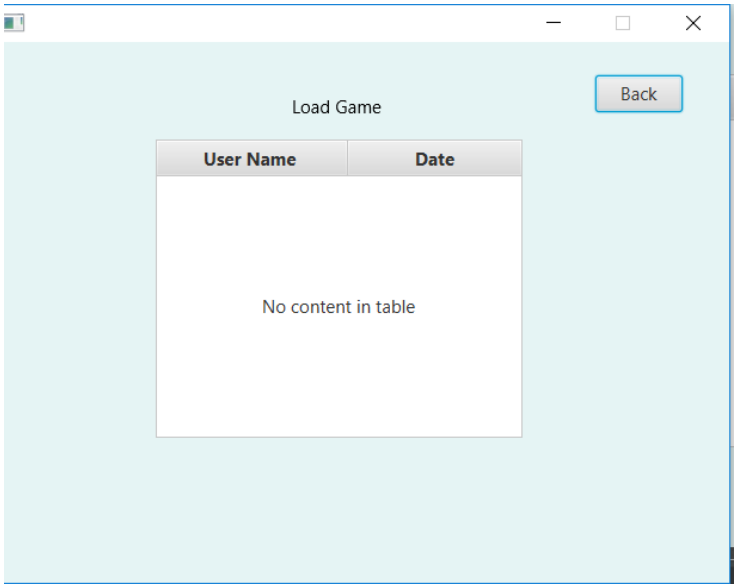

Back
New Game
Load Game
LeaderBoard
Tutorial


Load Game
Back
User Name
Date
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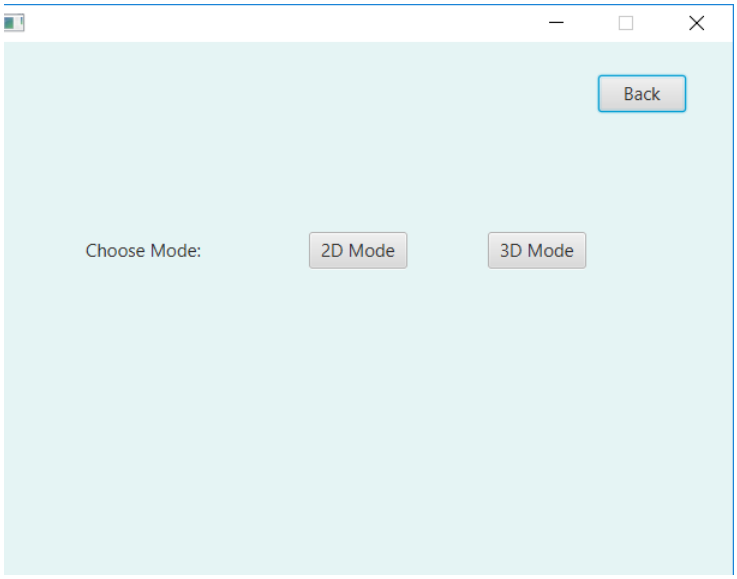
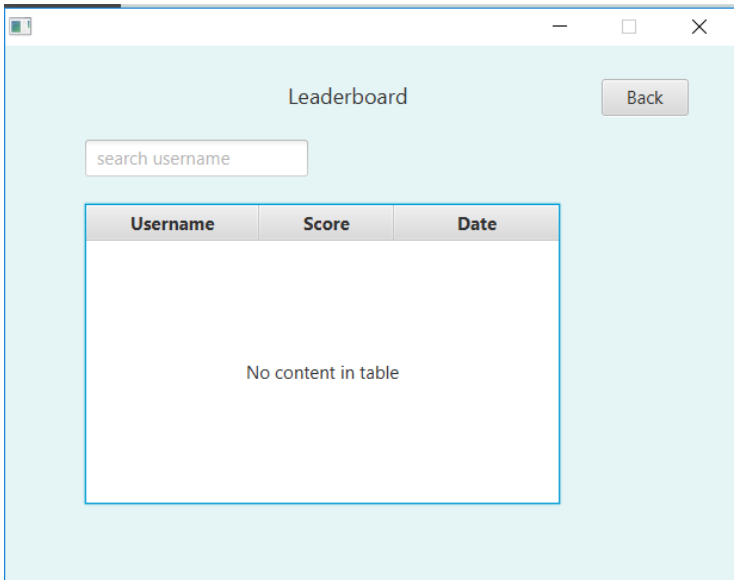

Back
Choose Mode:
2D Mode
3D Mode


Leaderboard
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5. Conclusion

In general, we have tried to do our best with adhering the “Principles of Object-Oriented Design”. We have learned how analysis and design processes work beside implementation. While we were implementing our project, we had benefited from the advantages of analysis and design. It provides us a more planned and better designed implementation process. Each of us was able to carry out the tasks given by helping each other. We could fulfill most of the requirements of our project’s 2D part.