

Xinyang Hua:

1.Provide the idea of game playing and design the mechanism of the game.

2.Design the GUI of loginin interface, register interface, main interface and end interface.

3.Add the ActionListener on each button in the GUI.

4.Test the playability of the game and optimize the game mechanism.

Xuzhe Huang:

1.In charge of the database manipulation, including JDBC, data modification, query and adding.

2.In charge of the database configuration, including url, username and password.

3.Design and implement the simple database frame.

4.Create and design the database, define the data form.

Siyuan Tang:

1. Design the GUI of the game interface,like the game character.
2. Set the background music for the game.
3. Design the mechanics of characters, obstacles, and game items.
4. Fixed bugs in the project, such as the restart function of the end of the game interface can not play again, music playback can not end problems, etc.

Zhengkai He:

1.Provide ideas about the role of different items in the store and the ranking information.

2.Design the StoreFrame and the RankFrame.

3.Clarify the links between the store and the rank section and other sections and databases.

4.Adjust the layout of the GUI。