



Bilkent University

Department of Computer Engineering

CS 319 Term Project

Icy Tower

Final Report

Section 1

Group 1C

Project Group Members:

Cansu Yıldırım

Berke Soysal

Ozan Kerem Devamlı

Supervisor: Eray Tüzün

1. Implementation

After the design stage, what will be implemented was clear so we started to write the code. Since VPP can generate the java documents automatically from UML class diagrams, we firstly generated the skeleton of our code with simple getters and setters and constructors. After that, we divided the classes and started to implement.

At first, we decided to step at GUI of our system together. We decided to change our displaying mechanism by adding new classes for different frames such as How To Play and Credits. After handling minor issues with our design on GUI, we divided the classes. We started to implement the layouts of other frames, then we tried to code the game logic.

We used Eclipse and IntelliJ at first but that leaded several integration issues with Eclipse so we decided to use IntelliJ as a team since it is connects GitHub more easily, which is the main platform we are sharing our code with each other.

After some development, we decided to code together due to not face with integration issues.

Since the deadline of first iteration was surrounded with lots of other deadlines, we could not finished the game as we thought so. But we made improvement on the logic and user interface of the game.

Changes we made In the Design:

We decided it will be better to create classes for each window(settings, how to play, credits etc.) So we implemented our GUI in that way.

Lessons Learned:

We realized that we had to start earlier for the implementation. We could only finish the UI, couldn't start the GameEngine and Entities. Yet, we've decided to start as soon as possible to implement the unfinished systems of the game as far as possible.



Figure 1: Main Menu.

This is the where user meets first when he executes the game. Then they can go to other options that can be seen on the screenshot.

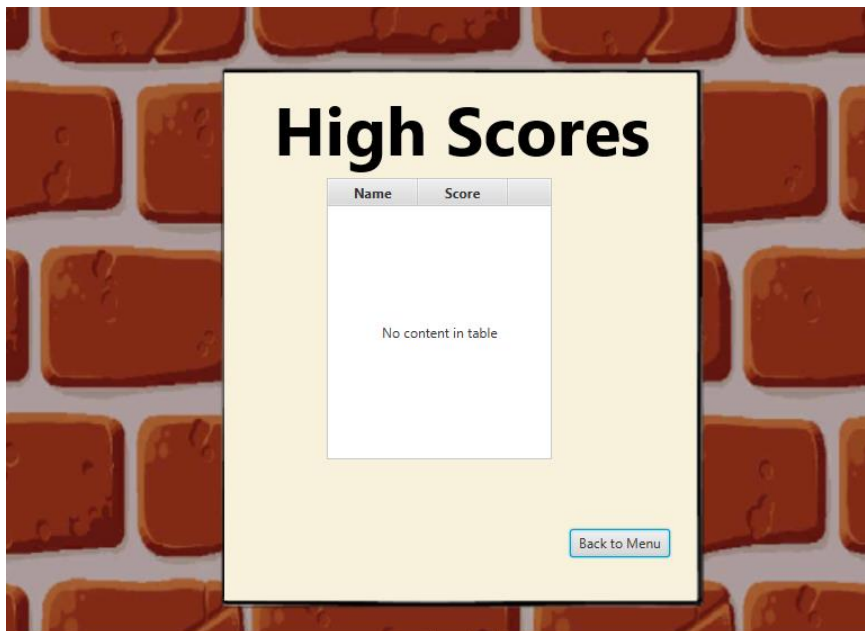


Figure 2: High Scores

In high scores screen, top ten scores will be seen. Since, no one has played the game, this table is empty for now. By clicking the back to menu button, the user can go back to menu.

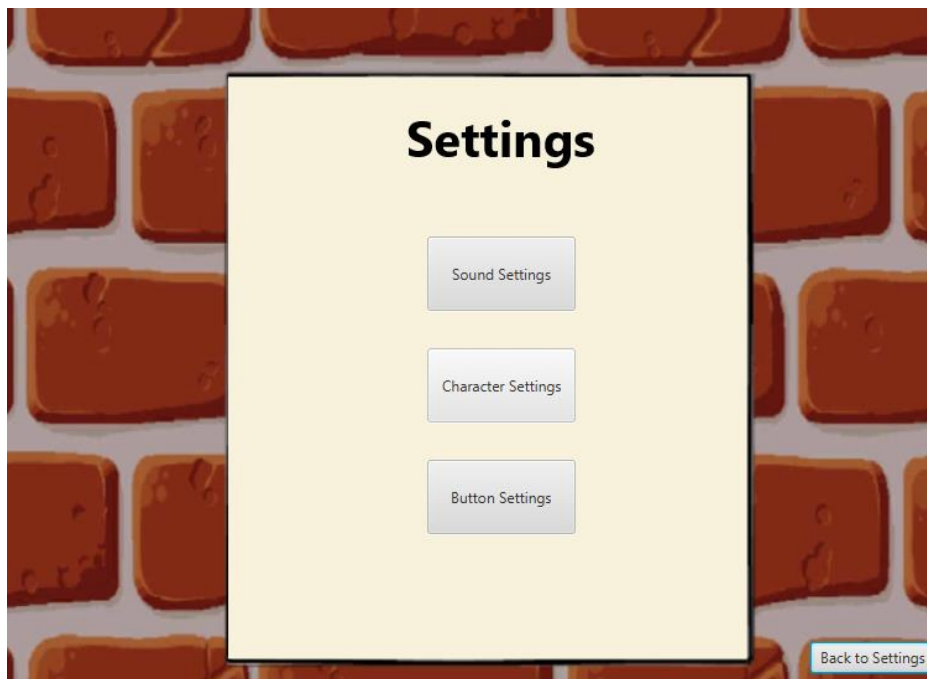


Figure 3: Settings

In the settings screen, three buttons are appeared. By clicking any of them, related screens can be opened.

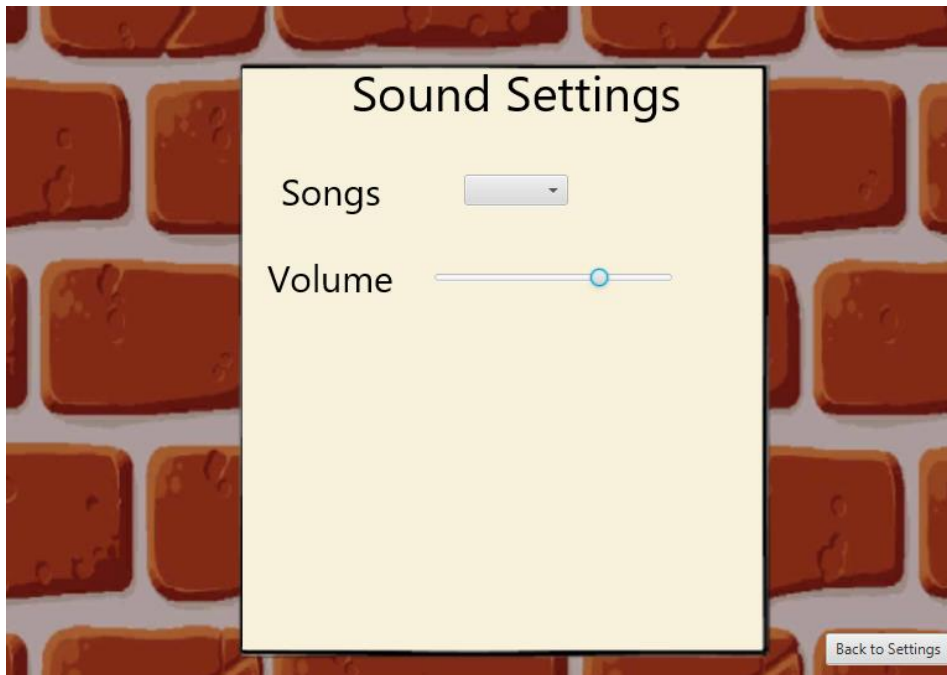


Figure 5: Sound Settings.

In sound settings, volume can be arranged and songs can be selected.



Figure 6: Credits.

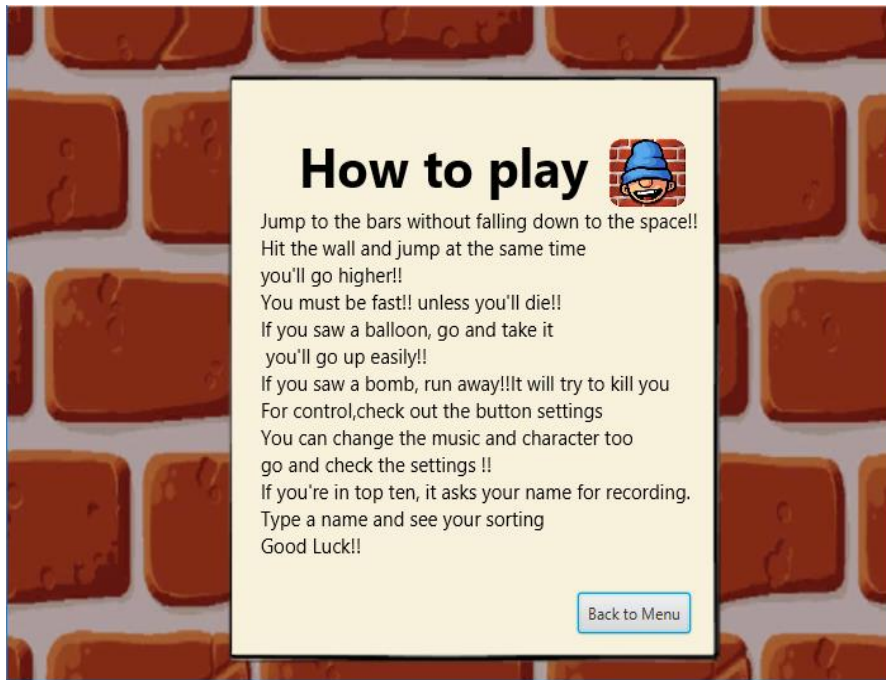


Figure 7: How To Play

To get informed credits and how to play screen are present. Credits gives the names of developers of the new Icy Tower game; How to play gives the rules and tips for the game so that players can easily learn and apply the logic to the game. In both of them, there is back to menu button to go back the menu.



Figure 8: Character Settings

In Character Settings, user can select the character which s/he wants to play with. There will be more character options in later.