

# GAMING APPLICATION DEVELOPMENT USING JAVA

TEAM MEMBERS:

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## OBJECTIVE:

The popularity of playing video games has grown immensely over the past decade. Stimulating the imagination, the curiosity and the wonder we can feel while playing, games also contribute to the psychological and intellectual development of every individual. They make us think, choose and decide. They strengthen our capacity for concentration, self control and physical coordination.

Play allows children to use their creativity while developing their imagination, dexterity, and physical, cognitive, and emotional strength. Play is important to healthy brain development. It is through play that children at a very early age engage and interact in the world around them.

**This project bring three different games into one place.( TicTacToe, Snake & Pong)**

## CLASSES & PURPOSE:

Ball	It defines the velocity and speed of ball in the game
Mainframe	The main class which is responsible the game execution

Paddle	It defines the way the pad moves along with the ball
Pongframe	This class is for the pong games environment development like the numbers displayed
PongGame	It calls the other required classes for pong game
Pongpanel	Defines the attributes for paddle & ball such as diameter and width
Score	Console where the score of game will be displayed
SnakeFrame	Determines the frame size of the snake game
SnakeGame	Calls the related classes of snake game
SnakePanel	It determines the direction & movement of snake
TicTacToe	It sets boundary & other attributes for the game
TicTacToeGame	It calls the TicTacToe java class