Painel do utilizador ► Laboratório de Programação Orientada por Objectos ► Week #8 [27-31 Mar] ► Final Project - themes, objectives and details

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Final Project Assignment

Goals

The goal of this final project is to develop a JAVA program or software system, conveniently tested and documented, while applying Object-Oriented Design and Programming techniques.

Assigning

- The final project is to be develop by groups of 2 students from the same class.
- The same theme can't be develop by groups of the same class.
- Themes are assigned during practical class, until April 13th, 2018.

Evaluation and deadlines.

- There will be a "checkpoint" at mid development, with deliverables on github, before **April 30th** (deliverables list and description to appear soon...).
- Final delivery of all source code and final deliverables on github by **June 1st** (details on final delivery to appear soon...).

Code of Conduct

- The delivered project must to be original.
- The project may include non-original source-code, but its authors must be correctly referenced (link/url).
- It is expected that both team members have an equal contribution to the project. If not so, this should be reported on the final delivery, stating contribution percentage of both members, and the justification for not having the same contribution.

Features

The developed system MUST HAVE the following features (*primary objectives*):

- A fully-functional Graphical User Interface.
- Be unit testable and have a good test suite.

The developed system MUST HAVE, AT LEAST TWO, of the following features (*secondary objectives*):

- Networking (saving high scores on server, loading levels, multiplayer, ...).
- Physics (implementing/using a physics engine(e.g.: box2D)).
- Artificial Intelligence (having computer-controlled, reactive/planning elements).

- Mobile (not only Android-compatible, but should use mobile capabilities or frameworks).
- Social (using social networks (e.g.: facebook, google..), to interact with players).

Themes

Disclaimer: These are only suggestions for possible themes for your final project. You may suggest your own and discuss it with your practical class teacher.

Turn Based Games:

- Card Games (https://www.youtube.com/watch?v=PM4vY99qjw0)
- Domino
- Checkers
- Chess
- Monopoly
- Risc
- Battleship ("Batalha Naval")
- Trivial Pursuit
- Pictionary
- ...

Physics Games:

- Bowling
- Billiards (https://www.youtube.com/watch?v=HQotJapssd4)
- Angry Birds (-like)
- ...

Action Games:

- Shoot-em-Up (https://www.youtube.com/watch?v=nNbjS2NjO_g)
- Pacman (https://www.youtube.com/watch?v=-CbyAk3Sn9I)
- Platform Games (Super Mario, ...)
- ...

Puzzle Games:

- Tetris (https://www.youtube.com/watch?v=oq0ApY0ooXM)
- Tower Defense (https://www.youtube.com/watch?v=jeNn5Pb4vu0)
- ...

Simulators:

- Elevators Simulator
- Traffic Simulator (https://www.youtube.com/watch?v=6xTLd47SmIs)
- Digital Circuits Simulator (https://www.youtube.com/watch?v=M7txENNA5zY)
- ...

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