



UNIVERSITI
TEKNOLOGI
PETRONAS

DEPARTMENT OF COMPUTER AND INFORMATION SCIENCES

TEB1043 – OBJECT ORIENTED PROGRAMMING

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GROUP PROJECT

GROUP - YGGDRASIL

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PROJECT INFORMATION (SIMPLIFIED)

Our application is a game made using the concept of Object-Oriented Programming (OOP). The game itself is set to be a Role-Playing Game (RPG) with a medieval background, and the main character will be going after a goal as the primary gameplay. The language we use is **Kotlin** which is quite similar to **Java**, but more streamlined and suitable for our use case. The other reason for using **Kotlin** is also because it can best utilize the game engine we use, which is **LibGDX**, and most of the library and functions that we utilize are from the engine, which greatly enhances the capability and possibility of what we can do.

LINKS

[TEB1043 - OOP Project Proposal.pdf](#) – Link to project proposal for more detailed information on our project.