

[ASTEROID MINING]

[TEAM NNUMBER 7]

Supervisor:

Dr. Balla Katalin

Members:

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13. Complete program

13.1 Deployment guide

13.1.1 List of files

File name	Size	Date	Content
GUI	4 KB	15/5/2022	Renders all the elements according to the game state
game	1 KB	15/5/2022	Contains the main function
Panel	4 KB	15/5/2022	Presents the game on the screen
Field	1 KB	15/5/2022	Making the field class
Map	5 KB	15/5/2022	Making the map
Animation	2 KB	14/5/2022	Handle the movement in the map
Asteroid	3 KB	15/5/2022	Contains asteroid methods
Carbon	1 KB	15/5/2022	Contains the carbon resource methods
Hollow	1 KB	15/5/2022	Contains the Hollow resource methods
Iron	1 KB	15/5/2022	Contains the Iron resource methods
Object	5 KB	15/5/2022	Base class for all the objects in the project
Resource	1 KB	15/5/2022	Base class for all the Resources classes in the project
Robot	1 KB	15/5/2022	Contains Robot methods
Settler	7 KB	15/5/2022	Contains the settler methods
SpaceStation	1 KB	15/5/2022	Contains the Space station methods
TeleportationGate	2 KB	15/5/2022	Contains the gate methods
Traveler	1 KB	15/5/2022	Contains the traveler methods
Uranium	1 KB	15/5/2022	Contains the Uranium Resource methods
WaterIce	1 KB	15/5/2022	Contains the WaterIce methods
GameOver	1 KB	15/5/2022	Elements of the losing case and ending the game
GameWon	1 KB	15/5/2022	Elements of the winning case and ending the game
Loader	2 KB	15/5/2022	Loading the game
MainMenu	3 KB	15/5/2022	Displaying the main menu
Manager	2 KB	15/5/2022	Displaying the settings
Play	6 KB	15/5/2022	Playing the game
State	1 KB	15/5/2022	The state of the game

13.1.2 Compilation

The Input using the keyboard buttons.

The output will be displayed on the GUI interface.

13.1.3 Run

We will start the game by pressing selecting start and pressing enter button then we will enter the game with the base and the resources we have then we will move using arrows to each asteroid and press (I) to show the info then do what we want to do. we can press (q) to drill the asteroid, (m) to mine the asteroid, and (h) to hide from the sunstorm.

13.2 Evaluation

Name of the team member	Participation (%)
Abouzabady Mohamed	14.28
Kirolos Sawiris	14.28
Oussama dhouioui	14.28
Mohamed Amine	14.28
Ahmed Mousa	14.28
MohammadParsa Kolivand	14.28
Mahdi Yahia	14.28

13.3 Protocol

Start (date & time)	Duration (hours)	Performer(s) name	Activity description
10/5/2022	8 hours	Abouzabady Mohamed	Coding and testing the game
10/5/2022	8 hours	Kirollos Sawiris	Coding and testing the game
10/5/2022	8 hours	Oussama dhouioui	Coding and testing the game
10/5/2022	8 hours	Mohamed Amine	Coding and testing the game
10/5/2022	8 hours	Ahmed Mousa	Coding and testing the game
10/5/2022	8 hours	MohammadPars a Kolivand	Coding and testing the game
10/5/2022	8 hours	Mahdi Yahia	Coding and testing the game