

OOP FINAL PROJECT PRESENTATION

ITCSIU23056

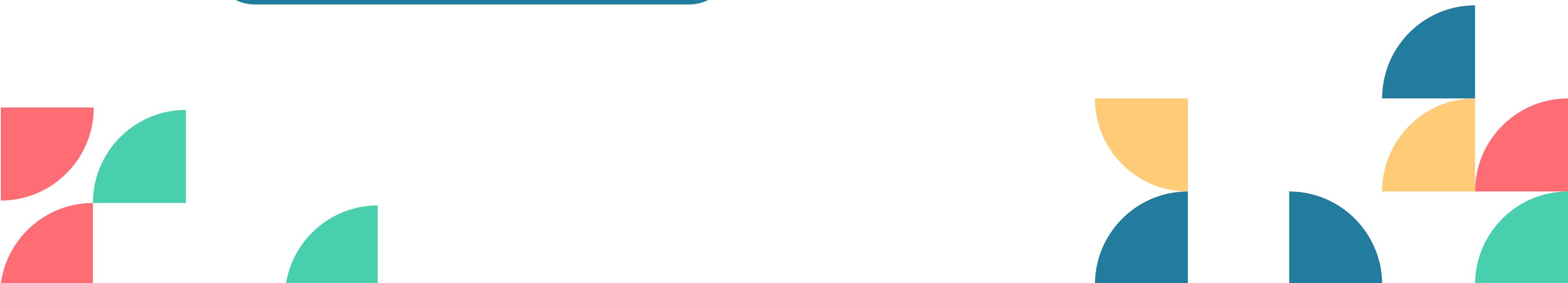
01 - OVERVIEW

02 - DEMO

03 - UML

04 - IMPROVEMENT

05 - FUTURE



OVERVIEW

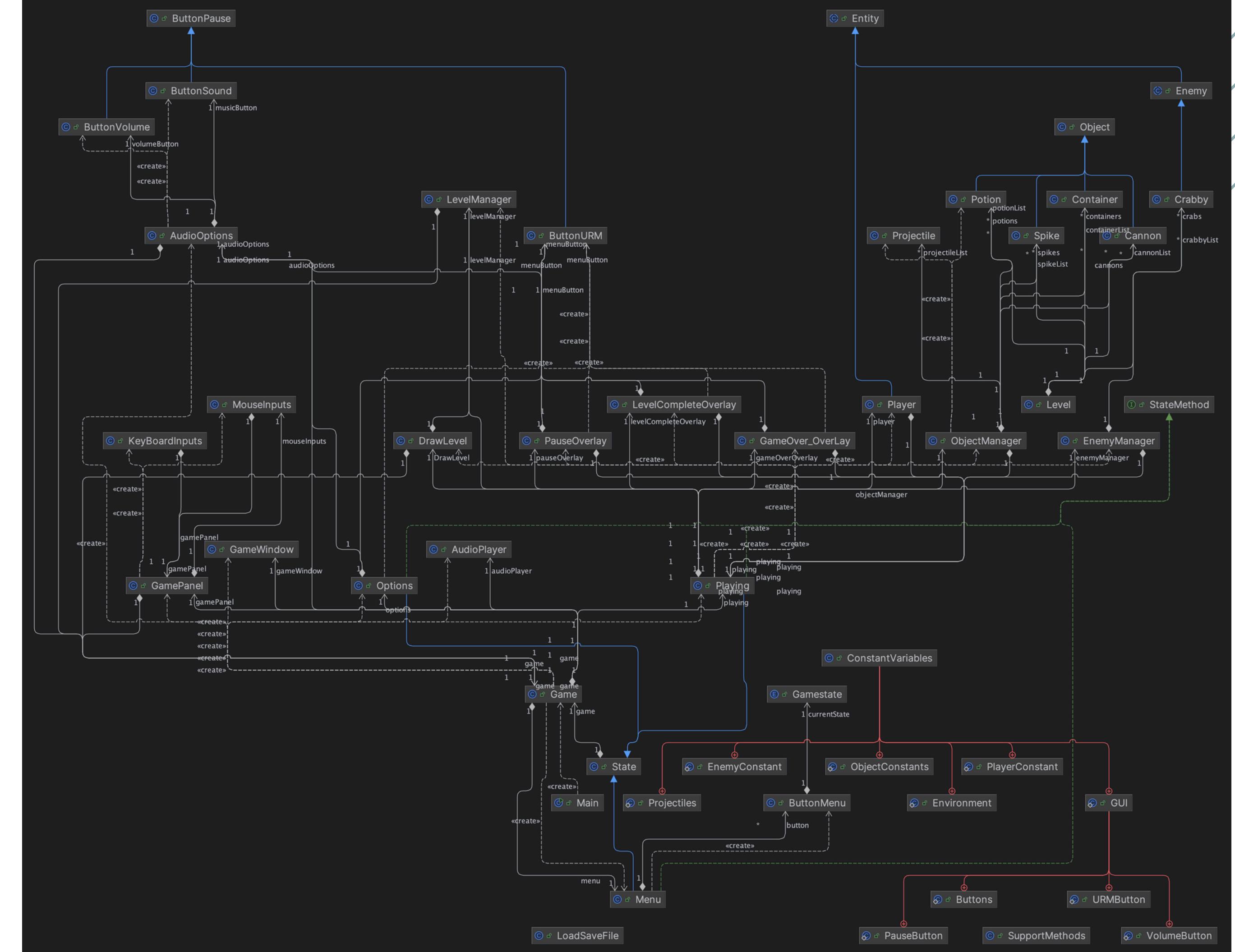
- Task: create a project which is applied the Object – oriented programming

DEMO TIME

UNIFIED MODELING LANGUAGE

SOURCE CODE

The overview about the project



INPUTS

How to input the keyboard and mouse to the program

© ↗ KeyBoardInputs

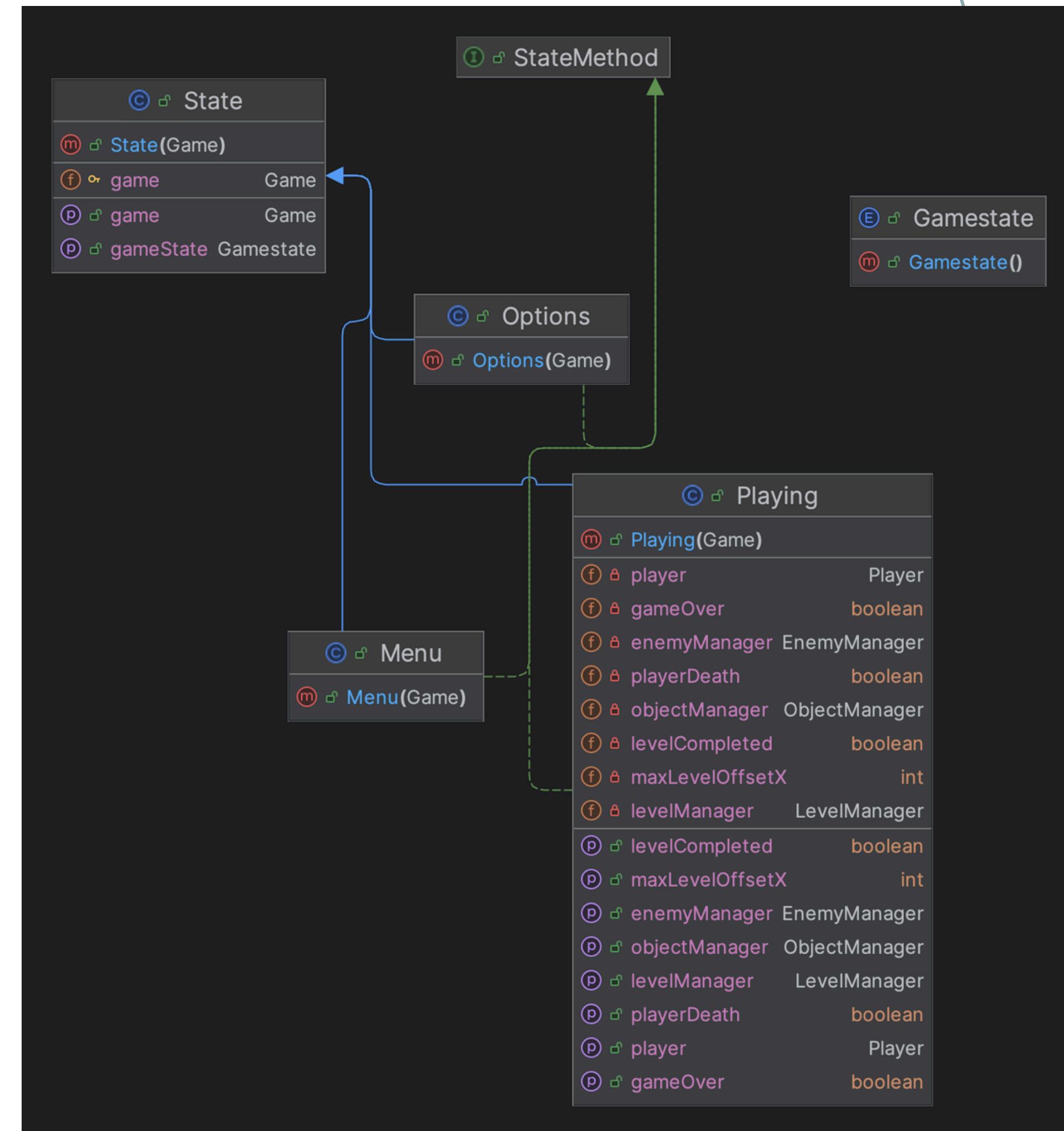
- (m) ↗ KeyBoardInputs(GamePanel)
- (m) ↗ keyTyped(KeyEvent) void
- (m) ↗ keyReleased(KeyEvent) void
- (m) ↗ keyPressed(KeyEvent) void

© ↗ MouseInputs

- (m) ↗ MouseInputs(GamePanel)
- (m) ↗ mouseEntered(MouseEvent) void
- (m) ↗ mouseReleased(MouseEvent) void
- (m) ↗ mouseMoved(MouseEvent) void
- (m) ↗ mouseExited(MouseEvent) void
- (m) ↗ mouseClicked(MouseEvent) void
- (m) ↗ mouseDragged(MouseEvent) void
- (m) ↗ mousePressed(MouseEvent) void

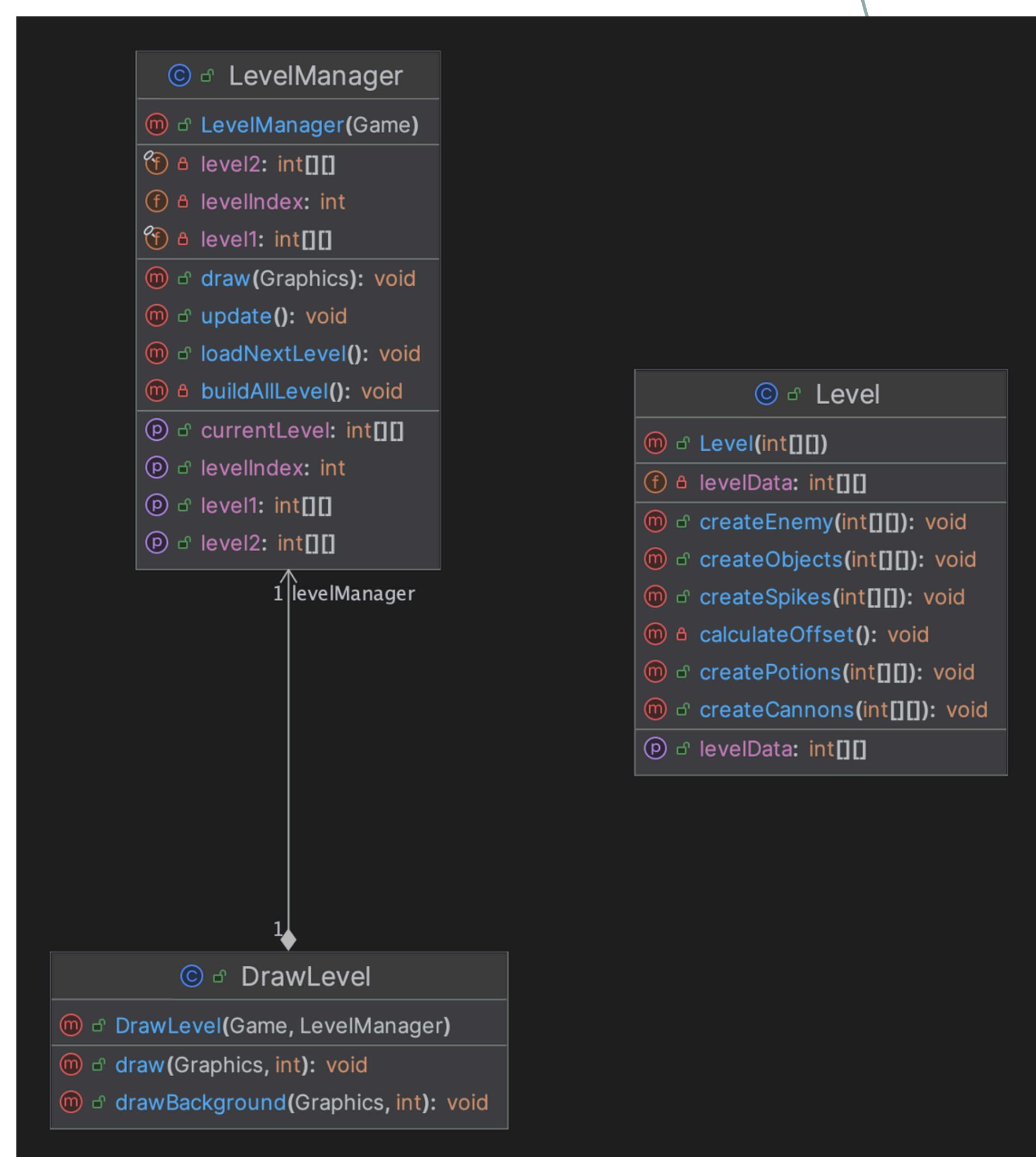
THE GAME STATE

Define which action
of the program



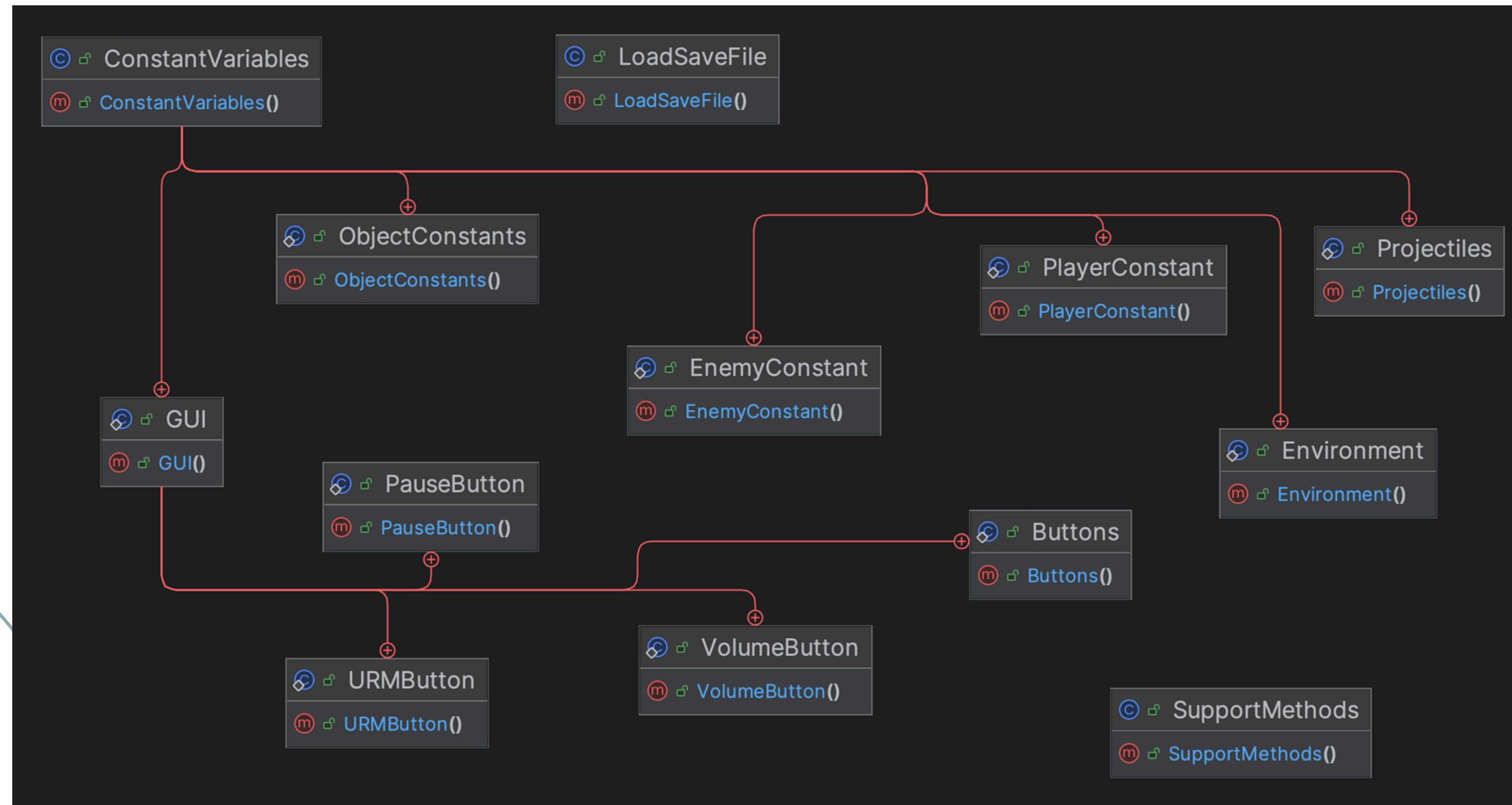
LEVEL

Create level and get
the level data



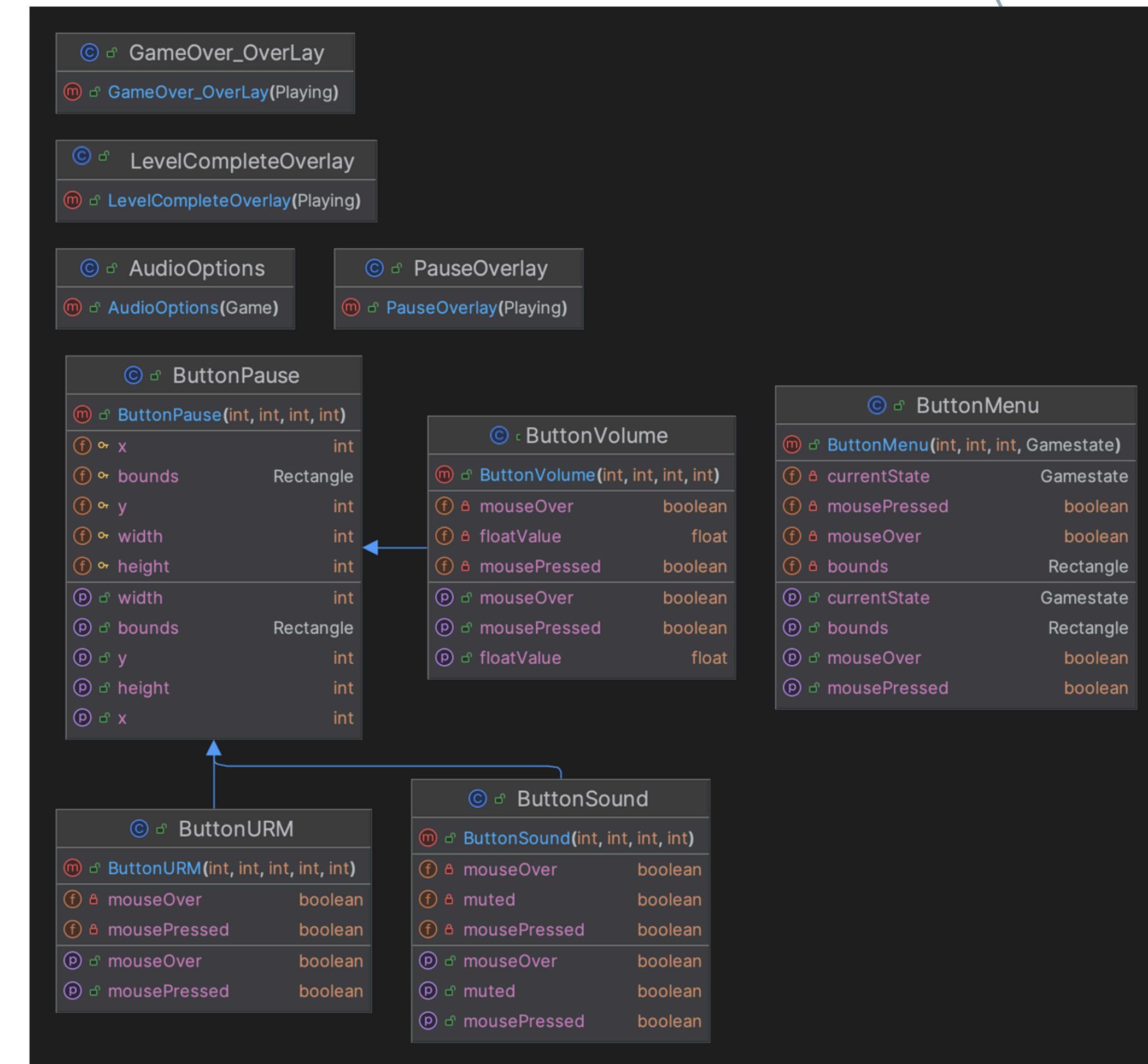
UTILIZATION

- Store the constant variables – path of image
- Create supporting methods



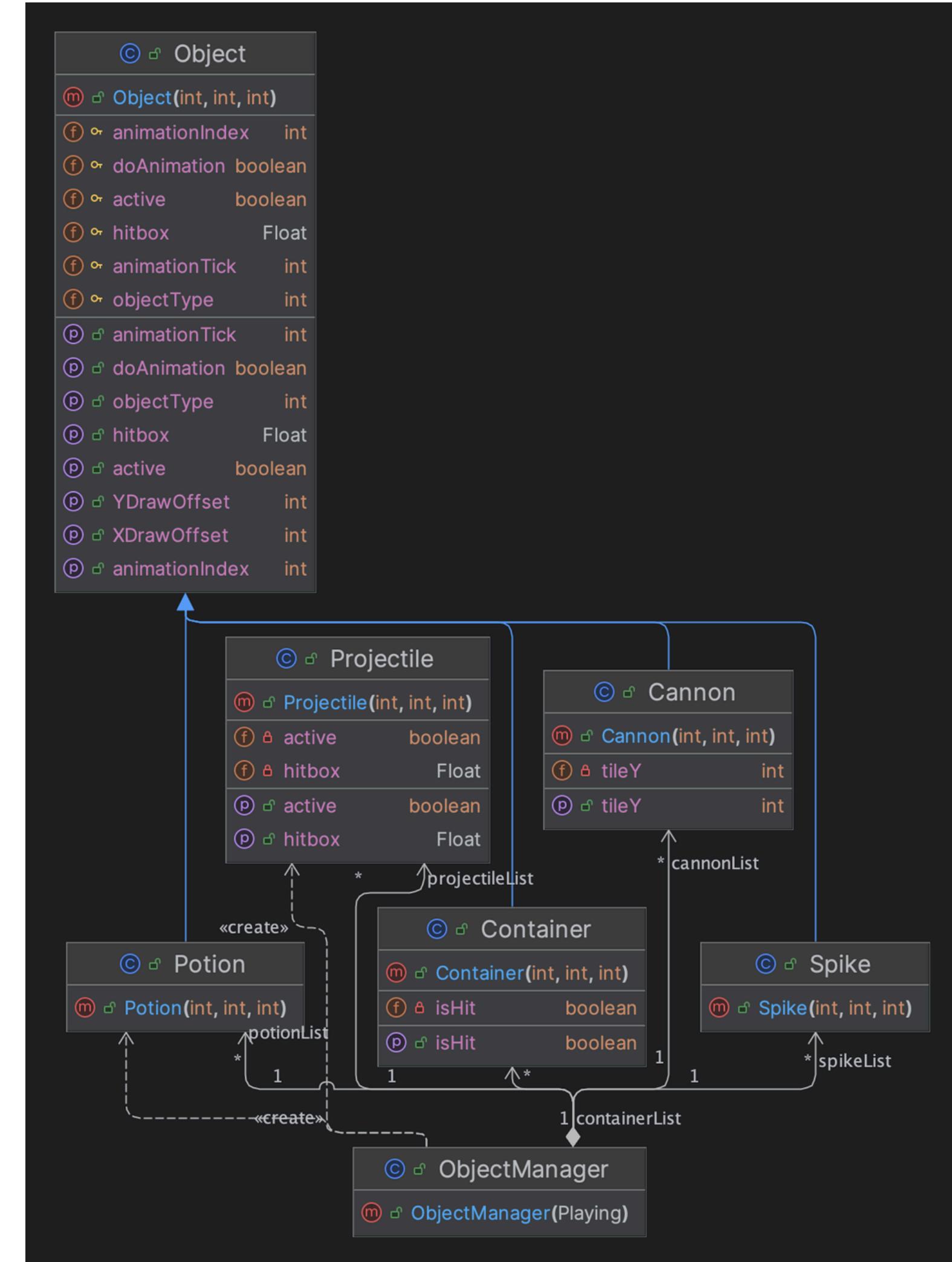
GUI

- Create the buttons in all state
- Display a UI when you play game
(at game state is playing)



THE ENTITIES

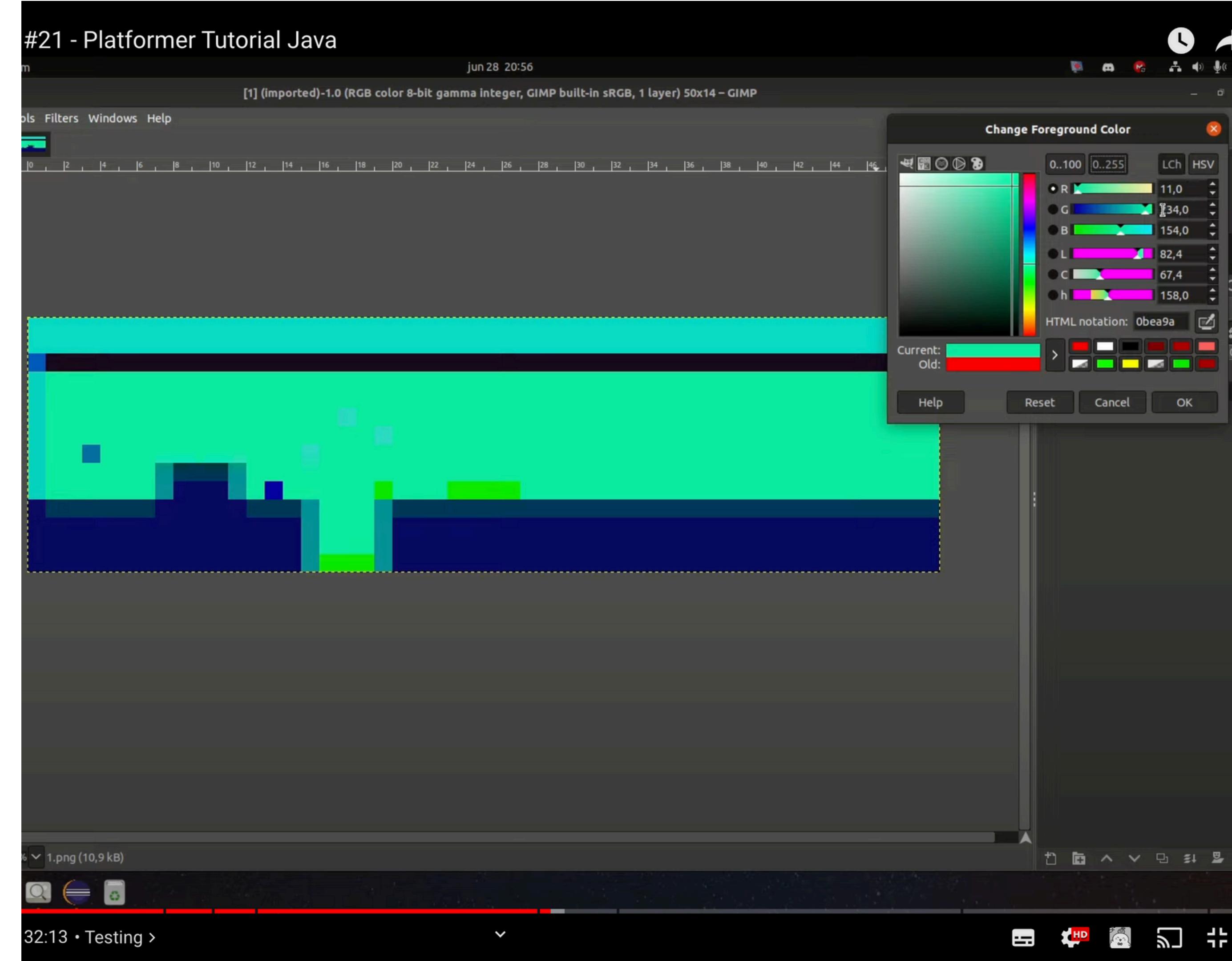
Create the entities
which display on the
screen



IMPROVEMENT

LEVELS

- Using RGB to define the position to create level
- Easy to detect collision



FUTURE

FUTURE

1

LEVEL CREATION

Can create more level



2

ENEMIES AND ITEMS

Create more
enemies and
items



3

UI

Create UI to select the level

FUTURE



CREDITS

CREDITS

- <https://brullov.itch.io/oak-woods>
- <https://brullov.itch.io/generic-char-asset>
- <https://bdragon1727.itch.io/border-and-panels-menu-part-3>
- <https://joshua-briggs.itch.io/2d-64x16-pixel-button-pack>
- <https://paperhatlizard.itch.io/cryos-mini-gui>
- <https://pixelfrog-assets.itch.io/treasure-hunters>
- <https://www.youtube.com/@KaarinGaming>

THANK YOU