Report

First, for this game we need a game map, so I opened a 2d String list and initialized it. Then we have some commands, so I got that’s, and I send it to Categorize class. In this class checking which letter is it and sent the coordinates to related class. In this jewel classes have some if blocks for checking a direction and if its valid direction (if it deletes somethings) the delete return true, so it didn’t go into other if blocks. If it isn’t valid direction because of the if statement is false, it goes into other else if statement. In my delete function there are 2 parts, there are common part of all jewel types like deleting part etc. there are also different part of like if jewel is Math jewel the other selected jewels should be jewel too etc. Also, there is a ‘lettertopoint’ function in Categorize class that hold the point data for any kind of jewel. The refactor function is there for carrying the deleted jewels to upside. When the coordinate part of command finished there is a name part and the Player class enrol this. Also, there are other players scores and names enrolled Player. The ‘compareTo’ method owerwrited in this class and its sort the players with their scores.

A screenshot of a video game

Description automatically generated