



Bilkent University

Department of Computer Engineering

CS 319 Project

Project short-name: Settlers of Anatolia

Final Report

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1.Changes In The Implementation

As suggested in our design report, we implemented the system which consists of subsystems. We were loyal to our design predefined in the design report during the implementation. However, some minor changes occurred in some methods and attributes of the classes. Return types and parameters of some methods were changed, some attributes were added to the related classes and also we decided that some classes were redundant.

2.Implementation Process

2.1 Completed Parts

Presentation Layer and Business Layer subsystems' implementations have been done substantially. In the implementations of the subsystems, we tried to implement our project by adhering to our low level design which we mentioned in the design stage. EventHandler from the javafx.event package is used for user actions and it did not cause any problems for implementation process. However, there are some minor deficiencies in subsystems and links between subsystems which is planned to be finished as soon as possible before the second iteration.

2.2 Parts Needed to be Done

We are currently focusing on game functionalities, especially related links between objects. As our analysis and design reports suggest, the game will have three bots and a real player in the second iteration. The third layer of the subsystem decomposition which is Data Layer could not be used for the "Pause Game" specification. Also, new features of the game will be determined and implemented for the second iteration.

3. User Guide

3.1 Requirements and Installation

The game is implemented and run on Java. Computer has to have the ability of compiling and running files which their extensions is “.java”. To implement graphical user interface we used JavaFX which is library of Java. If user uses more recent than JDK 8 version of Java, user should install required libraries for JavaFX.

3.2 Overview



Figure 1 : Main Menu Screen [1]

User can click the New Game and Settings Buttons, then the related Game and Settings screens is shown.

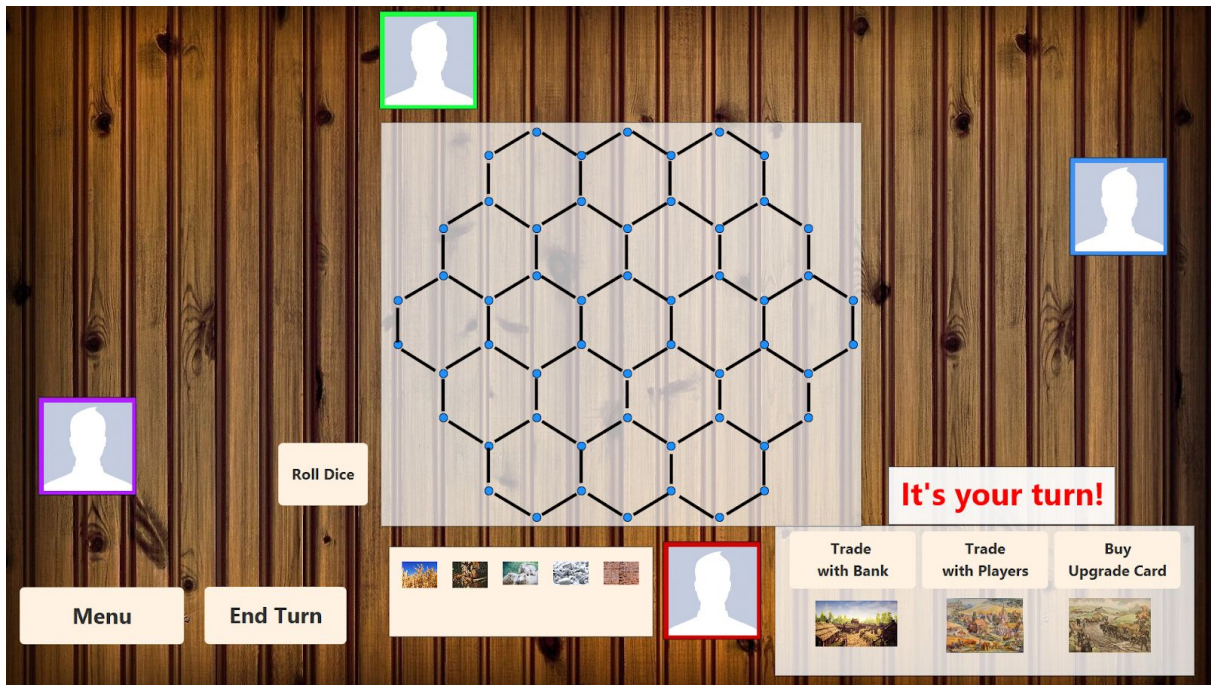


Figure 2 : Game Screen [2][3][4][5][6][7]

References

- [1] <https://wallhere.com/en/wallpaper/1591901>
- [2] <https://wallpapercave.com/wood-wallpaper-1080p>
- [3] <https://www.cleanpng.com/free/red-arrow.html>
- [4] <http://www.baytekent.com/about/facebook-default-no-profile-pic1/>
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