

Documentation of Third Assignment

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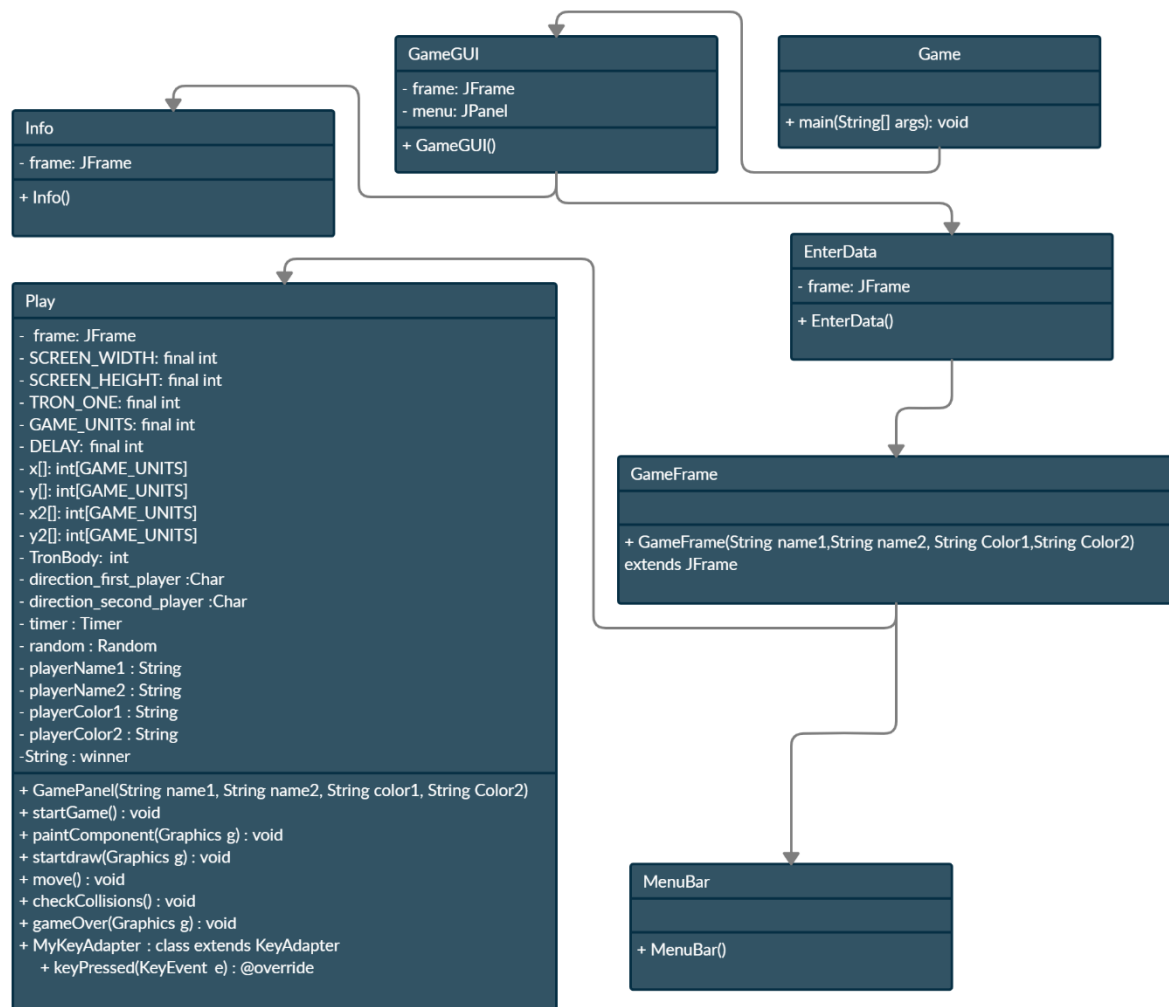
Task Description (No 4. Tron):

Create a game, with we can play the light-motorcycle battle (known from the Tron movie) in a top view. Two players play against each other with two motors, where each motor leaves a light trace behind of itself on the display. The motor goes in each seconds toward the direction, that the player has set recently. The first player can use the WASD keyboard buttons, while the second one can use the cursor buttons for steering. A player loses if its motor goes to the boundary of the game level, or it goes to the light trace of the other player. Ask the name of the players before the game starts, and let them choose the color their light traces. Increase the counter of the winner by one in the database at the end of the game. If the player does not exist in the database yet, then insert a record for him. Create a menu item, which displays a highscore table of the players for the 10 best scores. Also, create a menu item which restarts the game.

User doc:

- The game needs two players the first one who players is need to enter his name and choose the color of his Tron and same for second player
- The players can choose the color and name and can restart game from the menu for new names and colors
- The main page displayed 3 buttons for the user play and information and exit, after you get in play page for enter your data then the Tron show with the chosen color and names with score
- every player can control his tron with the keys mentions in how to play the game
- if any player win his num show up at the game over with the score

The Class Diagram (UML):

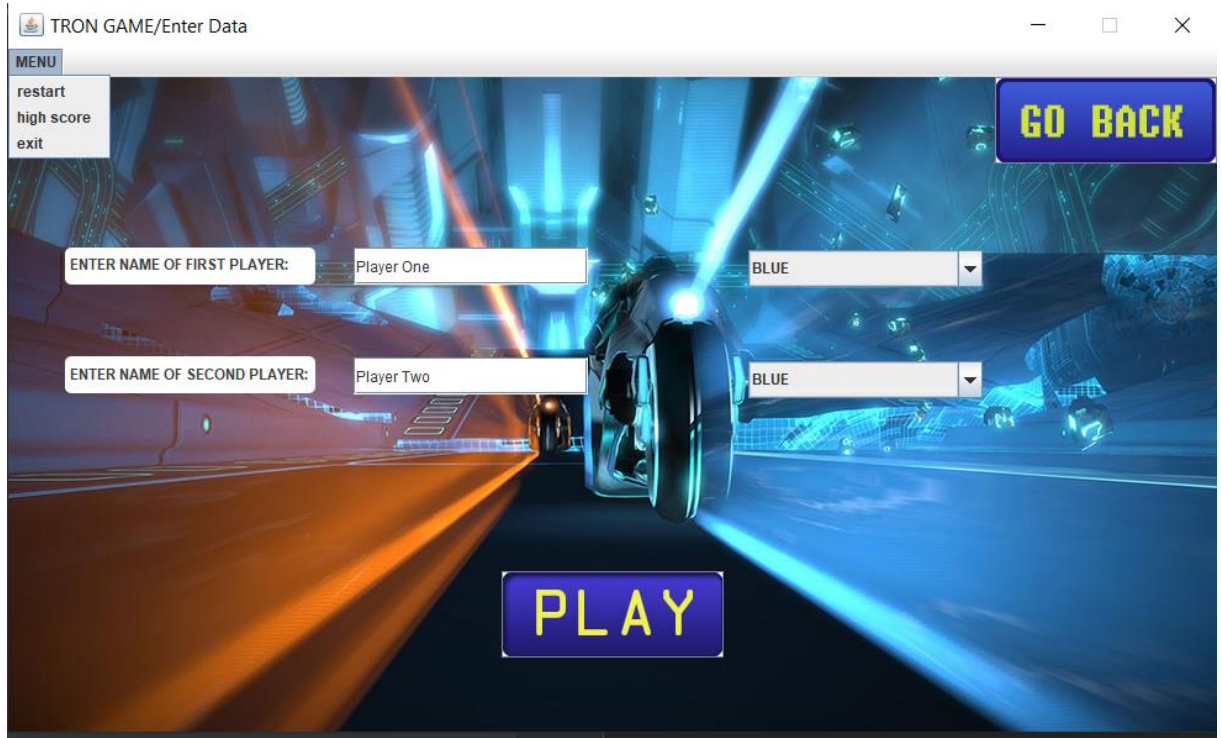


The Solutions:

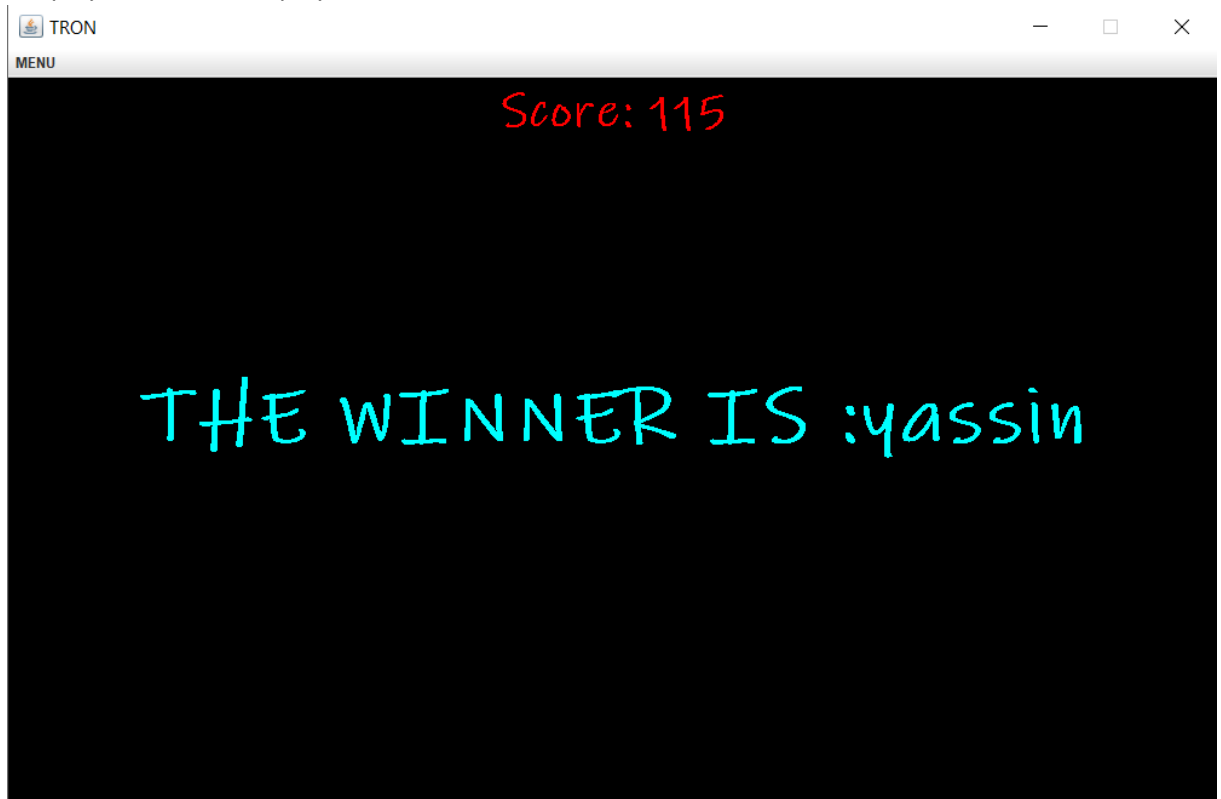
- **GameGUI:** renders window frame with 3 buttons and a background image – play button take you to write your name and choose the color for the players then start playing and aboutUs button is taking you to info page for important information about the game and assignment and quit to exit from the game
- **EnterData:** it for the input names and the colors want the player to use in the game
- **MenuBar:** is creating a menu Bar in the play game to restart game or get the high scores
- **Play:** for very is a game which is checking if the players touch each other or how win the game and show the name of the players with score and the play
- **Game:** is the main class to call GameGUI
- **highScore and HighScores:** I didn't work on it and I tried just to copied what I see

Test Cases:

- The two players can play by choosing color and name



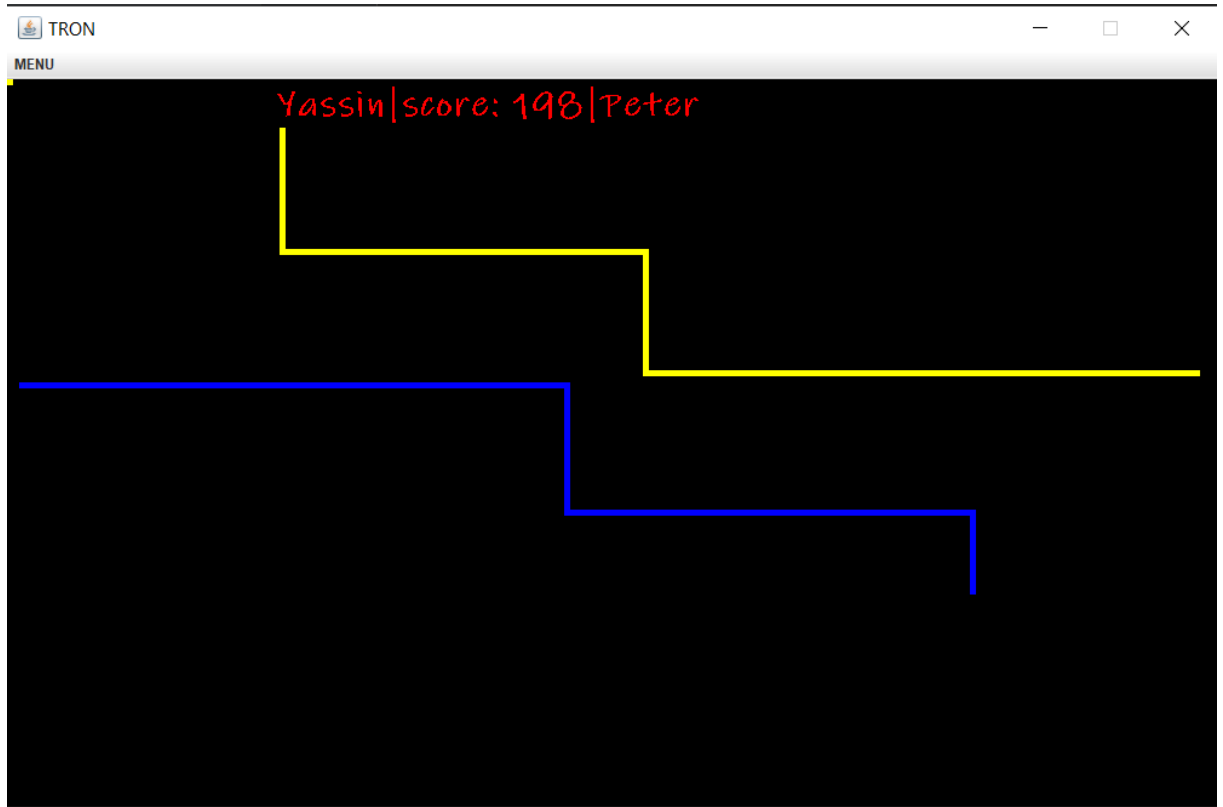
- If a player touch other player other one is the winner or touch himself or the border



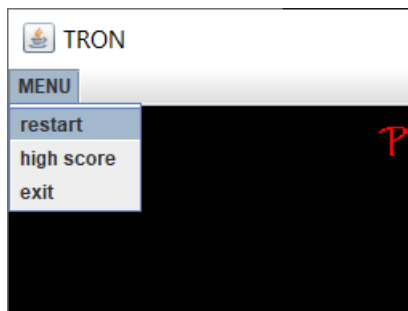
- The score and name of players showing in the windows during playing



- Buttons up down left right for first player
- Buttons WASD for the second player



- Menu Click restart game to play again



- Info about game show up and goback to main page

