CMP 2004 Term Project Report Template (SUPER DUPER DXBALL)

YUNUS EMRE AYDAR 1232515

ULUÇ HANEFİ 1316986

BURAK BİLEN 1244383

# Explaın your project Purpose

Purpose of this project is, scheming DXball named game created by Java Gui classes and getting experience on using Java Gui classes from this game, moreover adding variety to game by different play modes is another way to get used to Java Gui classes. This project on DXball, teaches us how to get accustomed to Java Gui mechanism and how to design on this intent are the main points of this project

# Explaın Your Project Code (Mınımum Crıterıa)

Firstly Registration class takes the information of player and directs player to game. Transmiting class GameOption has 3 separate classes called Gamepanal1, Gameloop, Gameloop2. Ready to operate on and operator of classes GameOption has 3 buttons. This 3 buttons leads to different game mods of single player, cpu vs player, player vs player. Every game mod class has panel buttons and scoreboards. Opened game mods panel buttons leads to scoreboards of own and games ends.

# Explaın Your Project Code (Bonus)

1-After shown of game mod scoreboards button of “play again”, which lead to main menu.

2-CPU vs Player game mod uses thread method to pursue the ball byself.

3-Player vs Player game mod uses two separate key pads to playing multiplayer.

# Screenshots

# Extra Informatıon

1-After shown of game mod scoreboards returning main menu by pressing “play again” button return main menu but not closes old game screen.

2-Single player mods can’t be played on 5 level basis.