

JAVA PROJECT DEVELOPMENT MANUAL

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SUMMARY

PROGRAM ARCHITECTURE

COMMANDS LINES

ADJUSTMENTS SINCE THE PRESENTATION

I. PROGRAM ARCHITECTURE

1. Package

We chose to separate our project in four packages which are:

- **action** : contains the class Game and Movement,
- **words** : contains the enumeration Words and WordsType
- **baba** : contains the class Rules, Block, Grid and
- **main** : contain the Main to run the game.

2. Classes

- **Game** : Takes care of opening the game and updating it according to the events recovered, until it arrives at the condition of the end of the game,
- **Movement** : generates movement applied to one or more blocks.
- **Grid** : created a map given by a text file composed of all his objects and conditions (find rules, and create blocks)
- **Block** : group all the informations about his object
 - his image,
 - his word,
 - if it can move or not,
 - his block that is superimposed on it,
 - his list of properties ;
- **Rules** : contains the 3 blocks that include a rule:
 - a NOUN,
 - an OPERATOR,
 - a PROPERTY or a NOUN ;

- **WordType** : regroups 4 categories of words in a enumeration :
 - BLANK,
 - NOUN,
 - OPERATOR,
 - PROPERTY ;
- **Words** : enumeration of all objects, defined by their type (given in WordType) and their token, existing in the game ;

II. COMMANDS LINES

1. Build file

We have a **build.xml** file which permits to :

- compile all the program source with the command: **ant compile**
- create an executable jar « baba.jar » with the command : **ant jar**
- generate the javadoc in our folder docs/doc with the command : **ant javadoc**
- clean the project with unnecessary document with the command : **ant clean**

2. Jar executable

We can compile our executable with different option by doing the next command :

- `java -jar --enable-preview baba.jar --levels name` : folder name containing all the levels to solve ;
- `java -jar --enable-preview baba.jar --level name` : file name containing the only level to solve ;

III. ADJUSTMENTS SINCE THE PRESENTATION

Since the presentation we tried to work on :

- the repetition of codes,
- a better organization with more packages,
- the problem with how we code : we were going to have a display problem when we had two blocks in the same position,
- A package for the renders who are calling one in other, but we didn't succeed ;