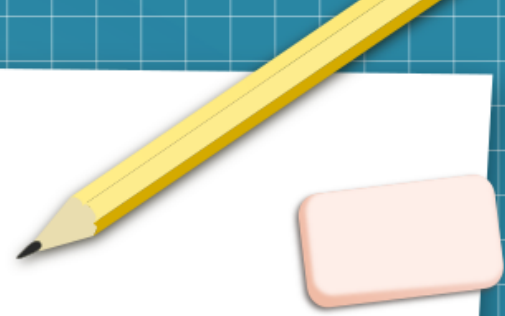




What do you know about it ?

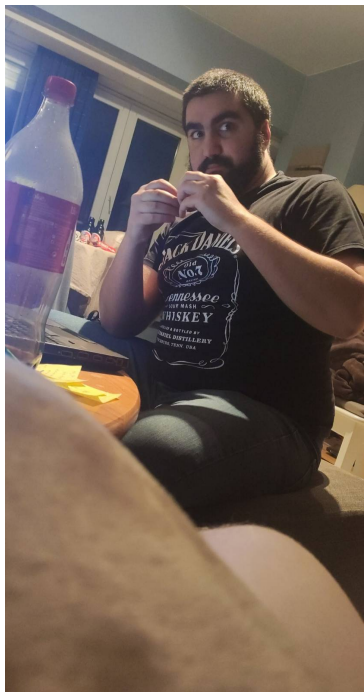
By
Caculli Giorgio,
Taminiau Tanguy,
Lambert Guillaume

Planning



- Who are we?
- “What do you know about it?” : The game
- What technologies we used
- “What do you know about it?” : The game functionalities
- Game architecture
- Demonstration
- Conclusion

Who are we?



Caculli Giorgio



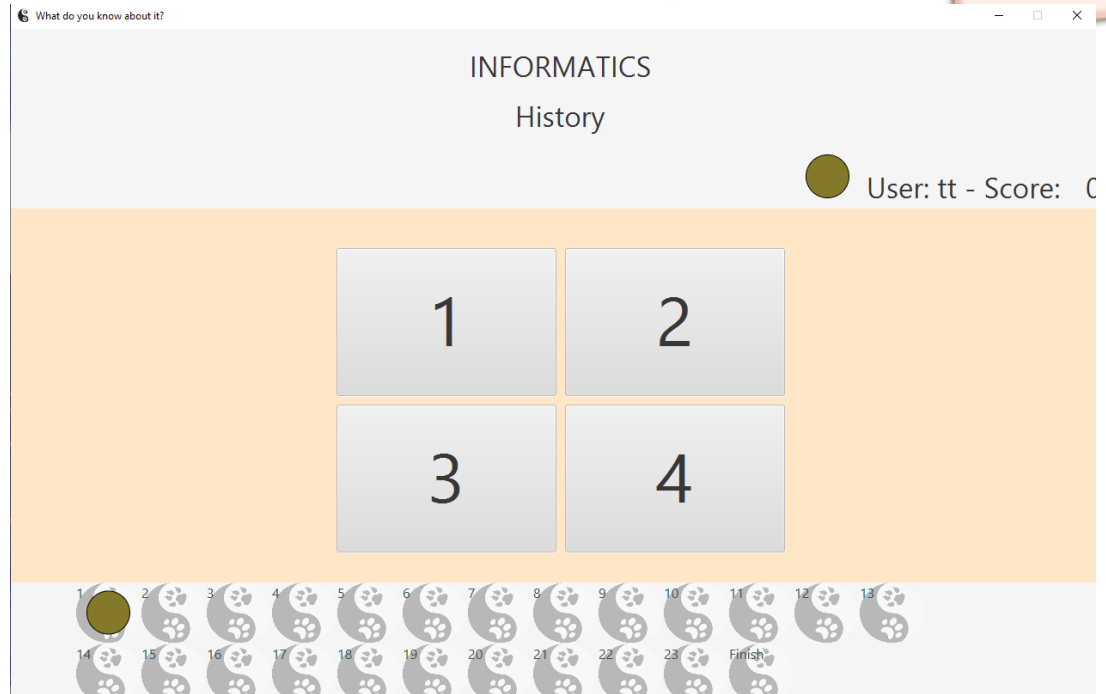
Taminiau Tanguy



Lambert Guillaume

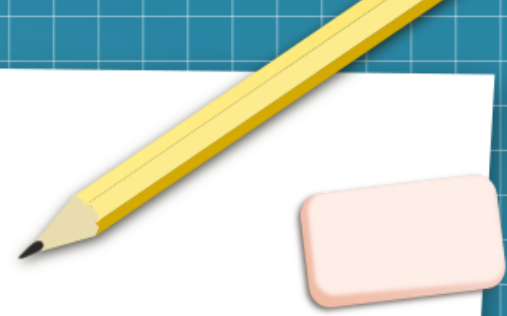
“What do you know about it?”

- A digital board game
- Made out of a board and four buttons
- Goal : To reach the 24th square and have the highest score

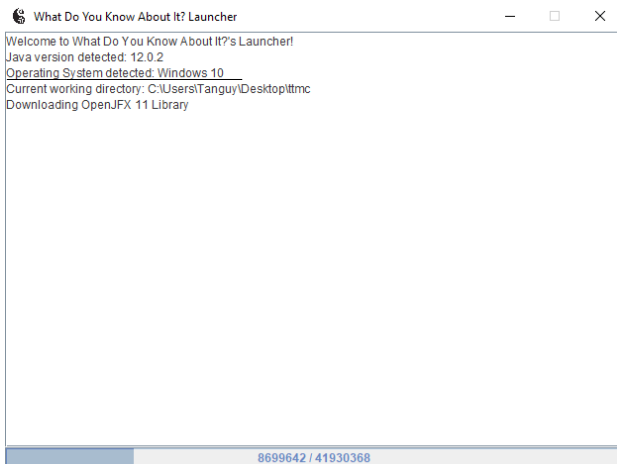
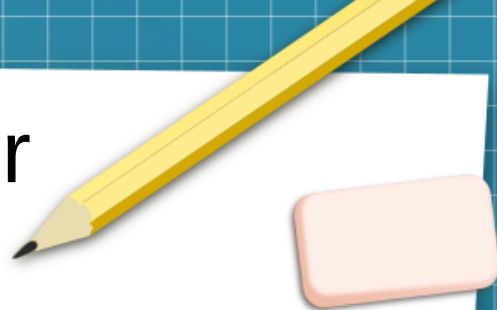


Technologies Used

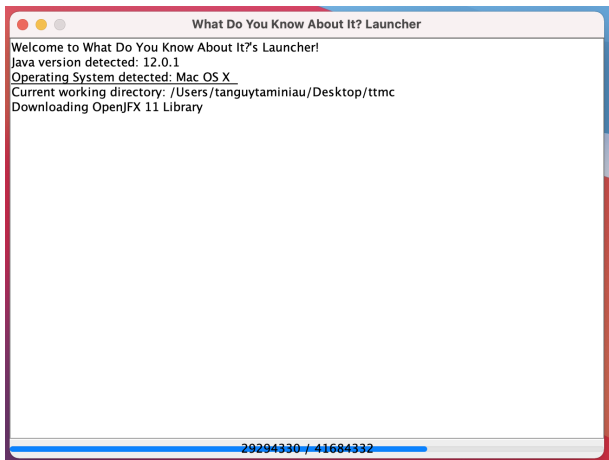
- Launcher
 - Cross-platform
- Networking
 - Connectivity
- Internationalization
 - Interface translations
- JSON
 - Data persistency
- JavaFX
 - Graphical Interface



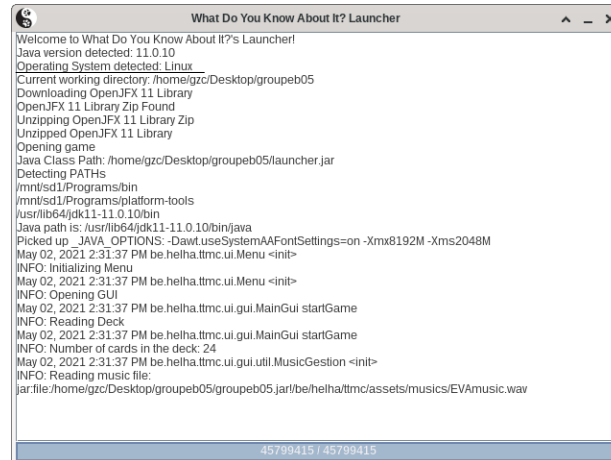
The Cross-platform Launcher



Windows 10



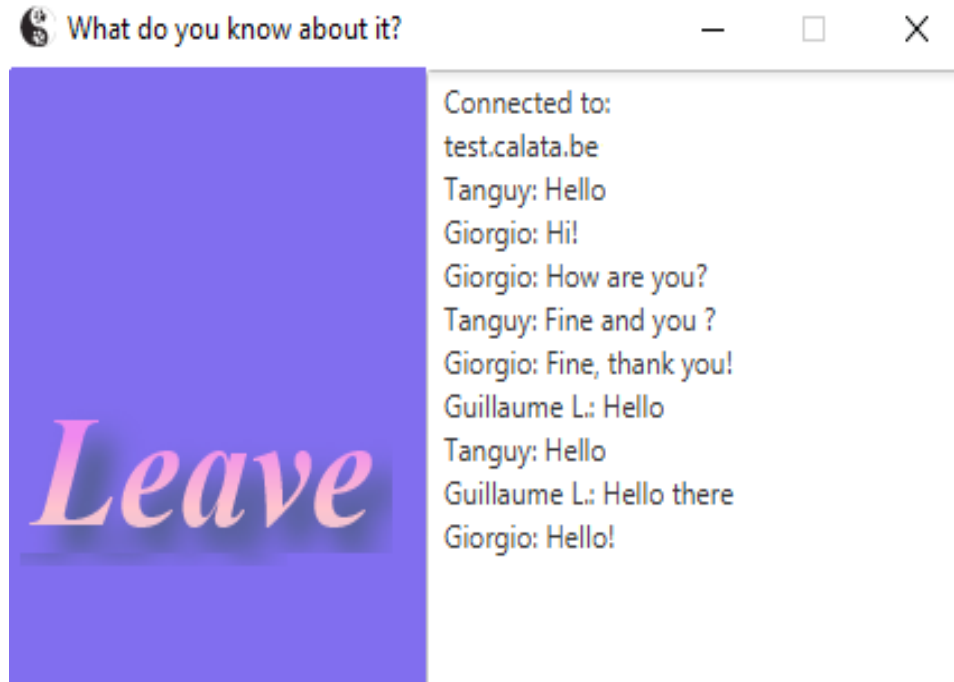
Mac OS X



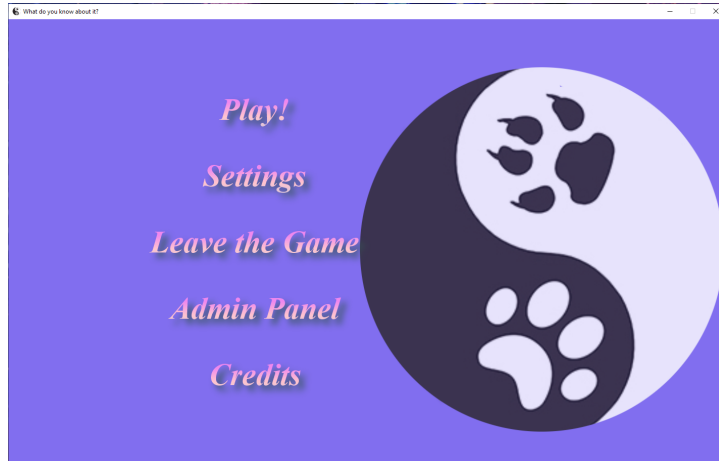
Linux

Networking

- UTF-8 supported
- Real-time communication



Internationalization



English

French



Italian

Japanese



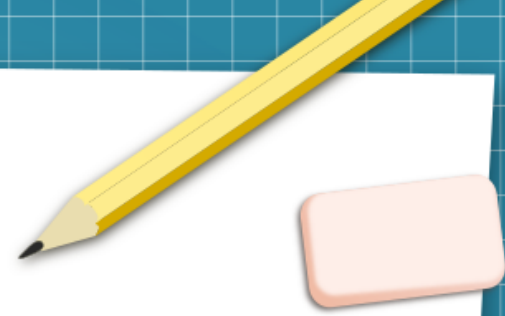
JavaFX and JSON

- JavaFX – Graphic Interface library used for the game
- JSON – data format used for data persistence

- Example of a JSON file:

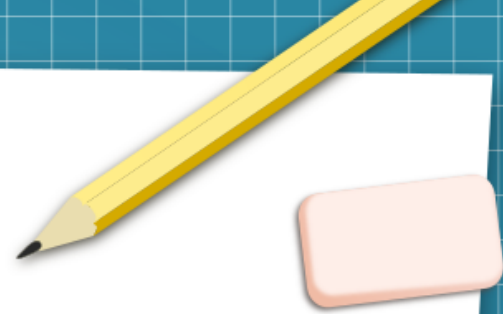
```
{
  "cards": [
    {
      "author": "Guillaume Lambert",
      "subject": "Coffee",
      "theme": "IMPROBABLE",
      "questions": [
        {
          "author": "Guillaume Lambert",
          "subject": "Coffee",
          "challenge": "What is coffee made of (two words)?",
          "answer": "coffee bean",
          "theme": "IMPROBABLE"
        },
        {
          "author": "Guillaume Lambert",
          "subject": "Coffee",
          "challenge": "What is the name of a strong and well-known Italian coffee?",
          "answer": "Espresso",
          "theme": "IMPROBABLE"
        },
        {
          "author": "Guillaume Lambert",
          "subject": "Coffee",
          "challenge": "What is the name of the caffeine in tea? ",
          "answer": "Theine",
          "theme": "IMPROBABLE"
        },
        {
          "author": "Guillaume Lambert",
          "subject": "Coffee",
          "challenge": "Where are the world's most expensive coffee beans harvested (three words)?",
          "answer": "In Luwak feces",
          "theme": "IMPROBABLE"
        }
      ]
    }
  ]
}
```

The Game Functionalities



- Gameplay functionalities
- Window management functionalities
- Administration functionalities

Gameplay Functionalities



- Types of gameplay
- Online mode
- Ability to send messages to others players via the chat box
- Ability to run the game without having to manage dependencies
- Ability to load other decks from the client's computer

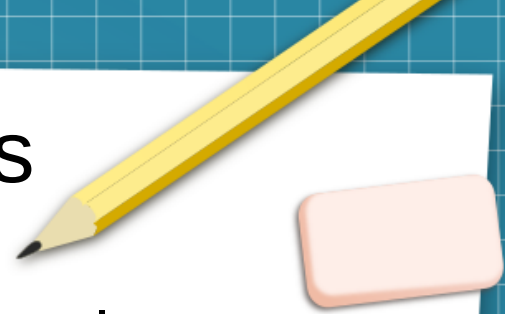
Window Management Functionalities



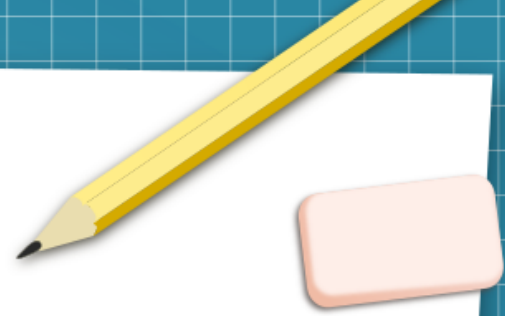
- Two different screen sizes (1440x900 and 1280x800)
- Ability to make the game full screen
- Ability to change the volume of the music
- Ability to mute the music entirely
- Ability to change the interface language
- Four languages available (English, French, Italian and Japanese)

Administration Functionalities

- Restricted and secure access to the administration panel
- Ability to add new cards to the deck
- Ability to view all of the cards in the deck
- Ability to modify cards in the deck
- Ability to remove cards from the deck
- Import new cards to the deck
- Export the current deck

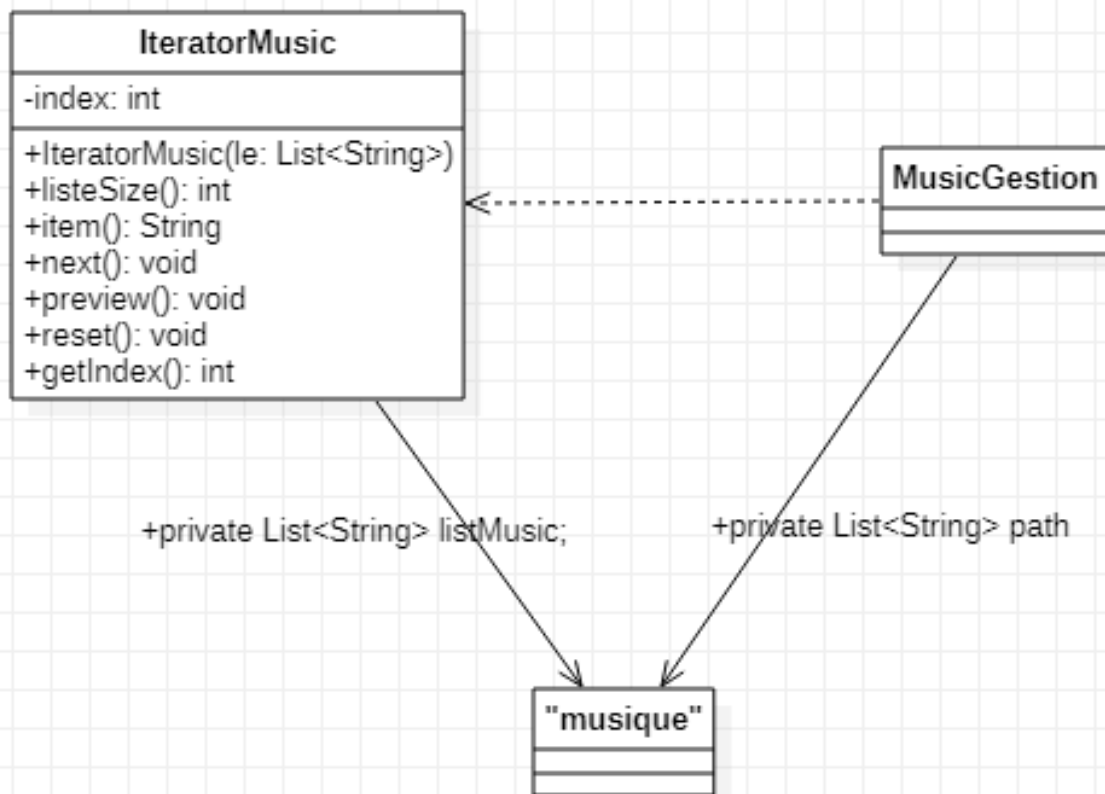


Design pattern

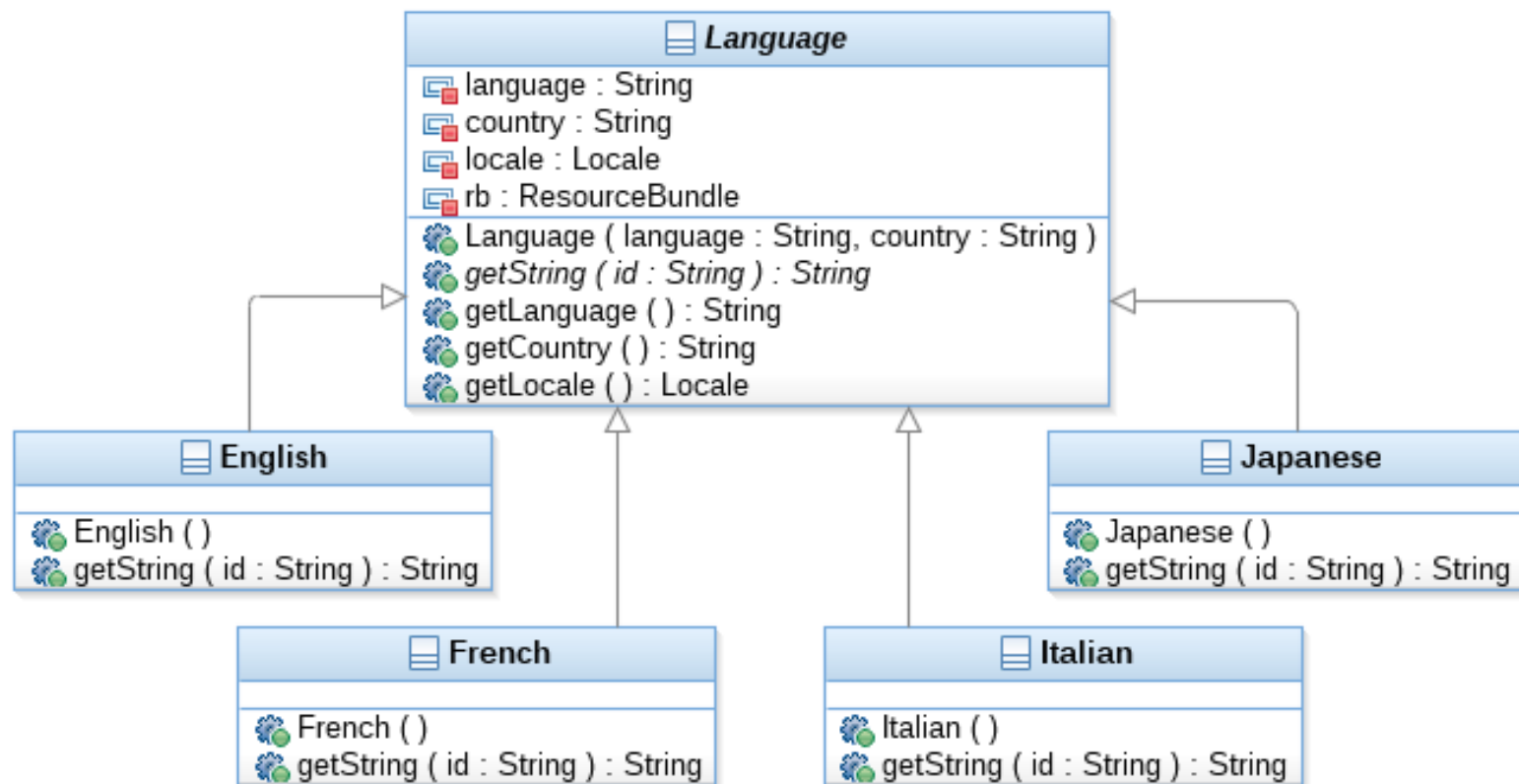


- Iterator
- Template method

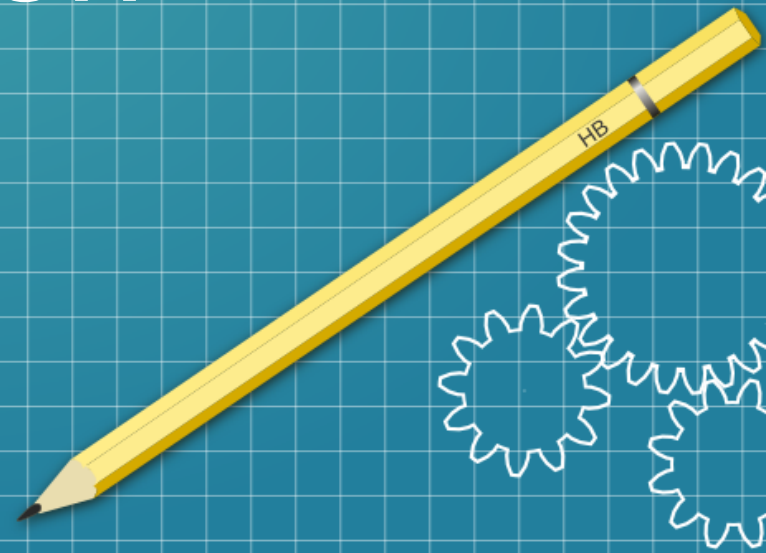
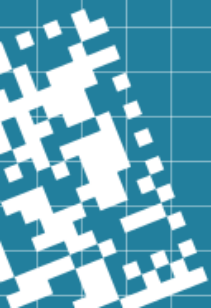
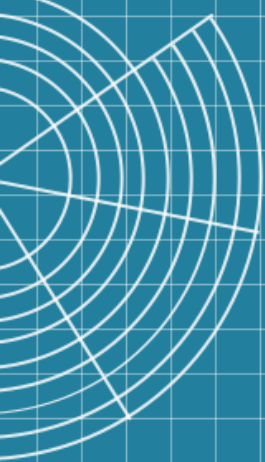
Iterator



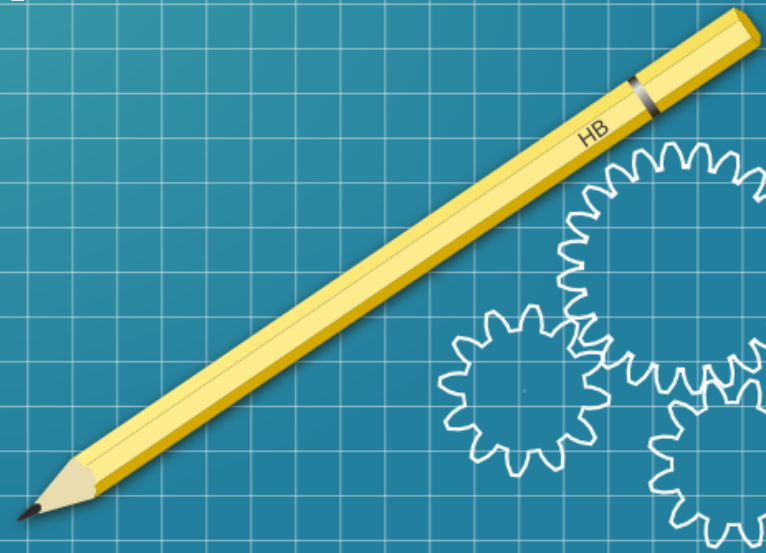
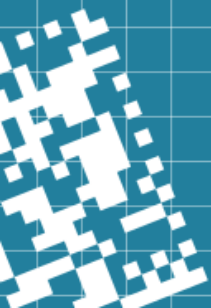
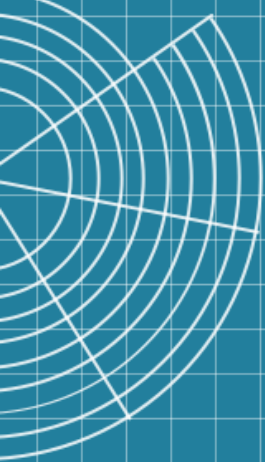
Template method



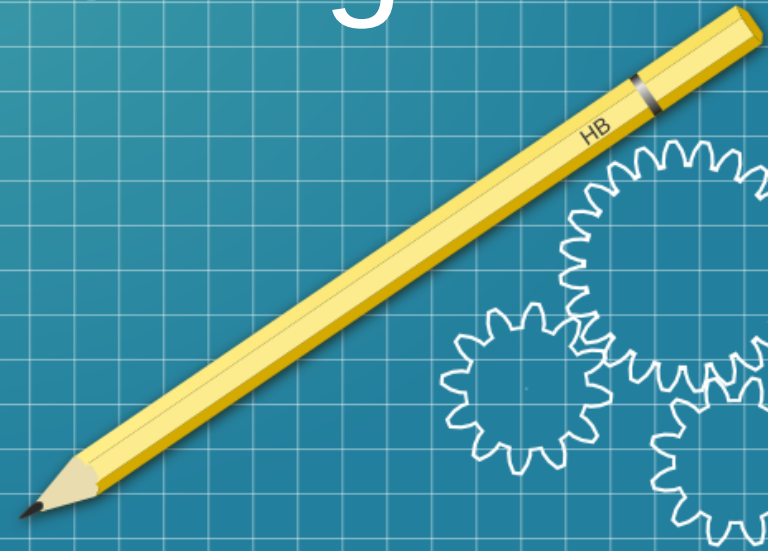
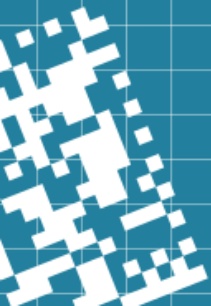
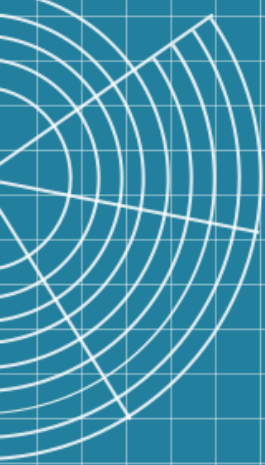
Demonstration



Conclusion



Thank you for listening





Have you got any questions?