

# Circus of Plates Game

Hassan Tamer 7405  
Mostafa AbdelAtty Sultan 7900  
Omar Essam Mohamed 7859  
Yassin Medhat Helmy 7574

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Programming 2

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## 1.Design and how to play

It is a single player-game in which each clown carries two stacks of plates, and there are a set of colored plates queues that fall and he tries to catch them, if he manages to collect three consecutive plates of the same color, then they vanish and his score increases.

The game starts by asking the user to choose the difficulty to start the game as shown in fig 1.1

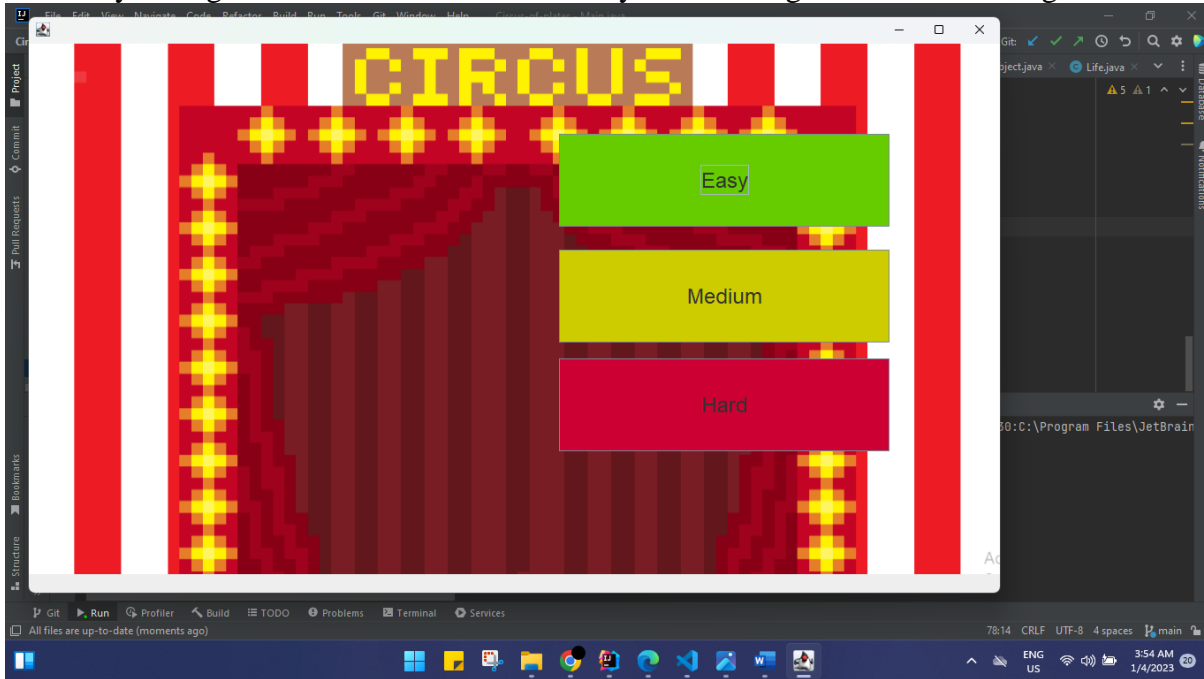


Fig 1.1 the start menu of the difficulties

The difficulties correspond to the speed of the shapes and the number of the bombs falling

Then you start the game with showing the clown and the 2 sticks to collect the cavity to fall into the stick as shown in fig 1.2

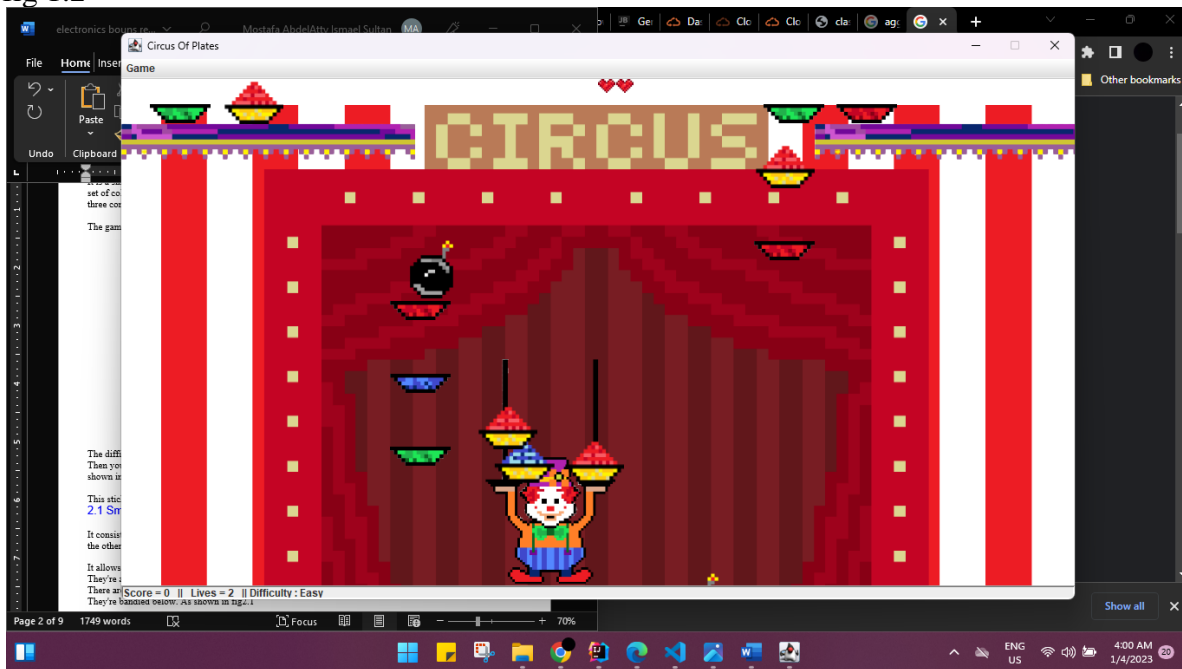
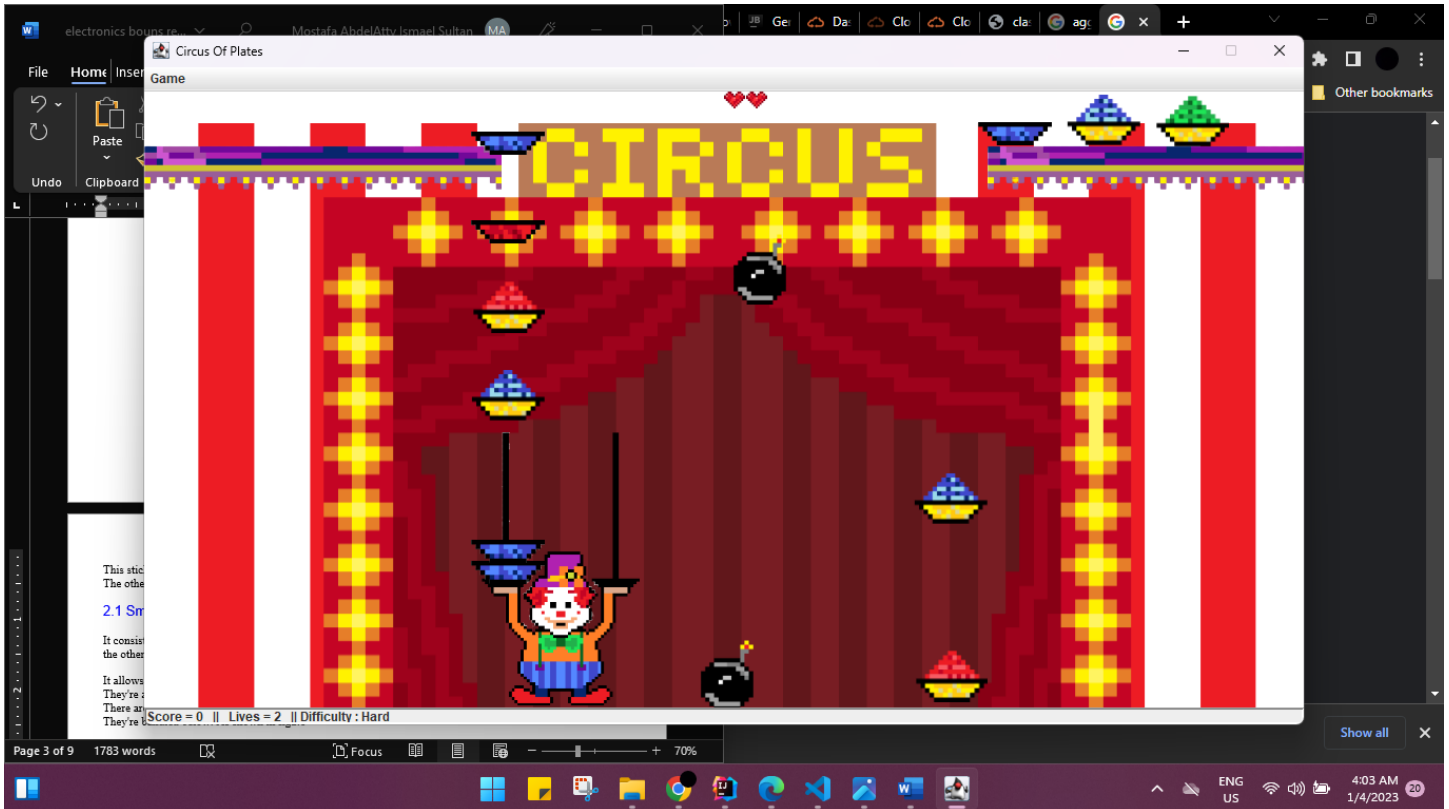


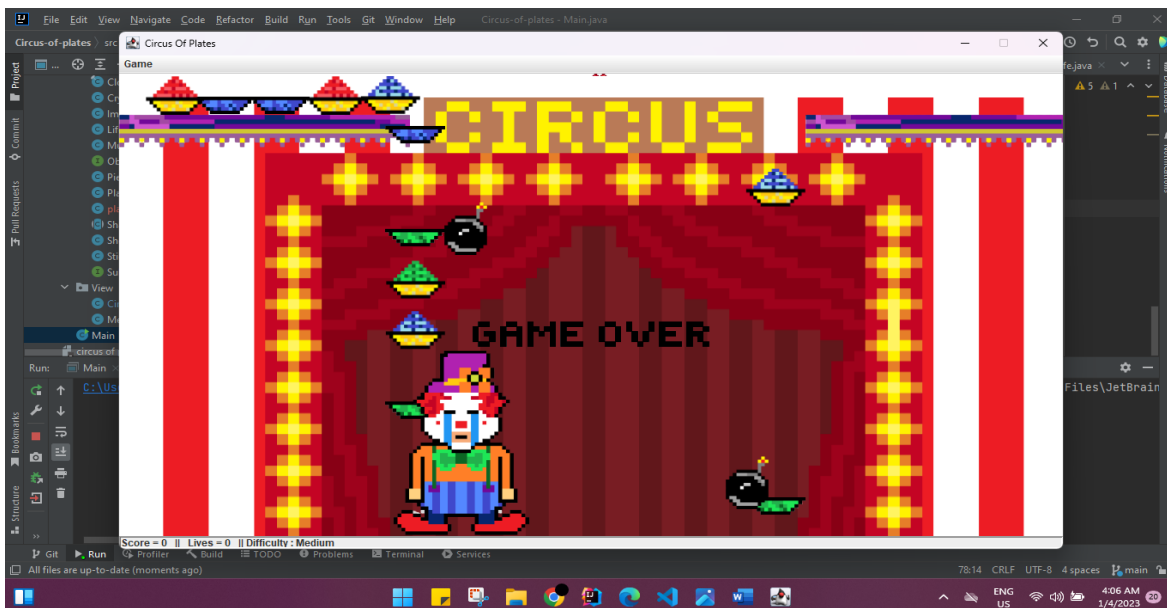
Fig 1.2 how the clown collects shapes

This stick has a maximum number of plates and they all fall once they reach the maximum height of the stick  
The other way is to collect 3 consecutive shapes with the same color



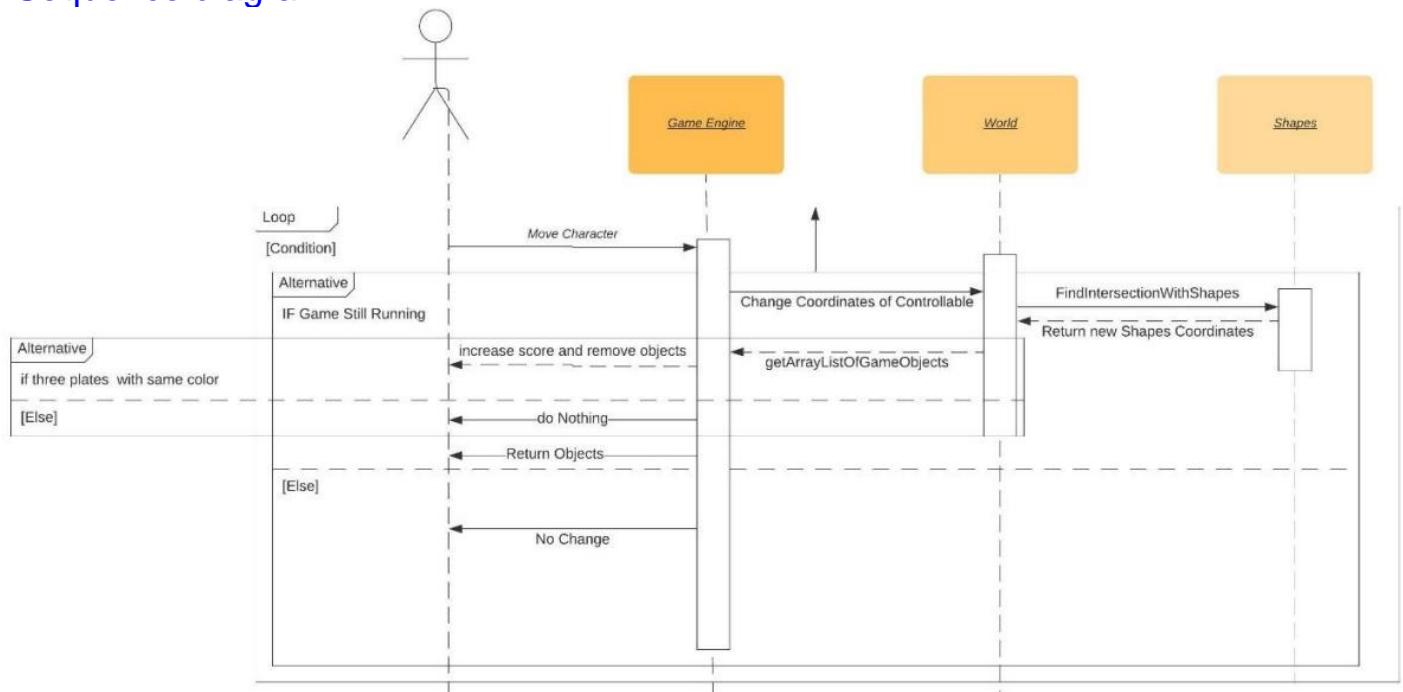
## Scores and lives

Once you complete 3 plates you get one point and you start with 2 lives you lose lives in 2 ways getting the sticks to the full or receiving a bomb. Which makes the clown cry and the game is over



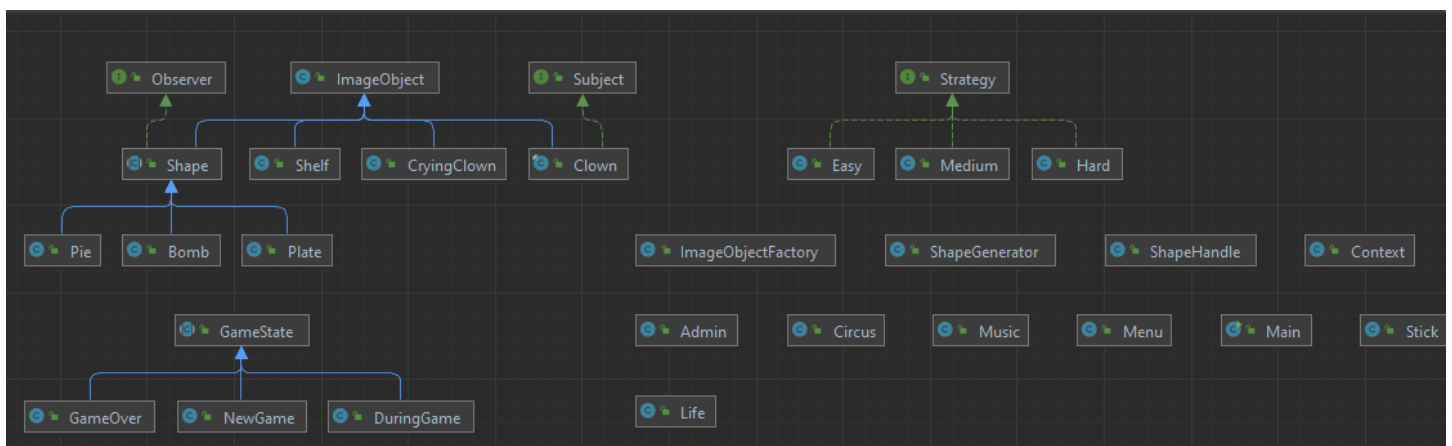
It allows the inflow of current in the forward direction and blocks it in rear direction.

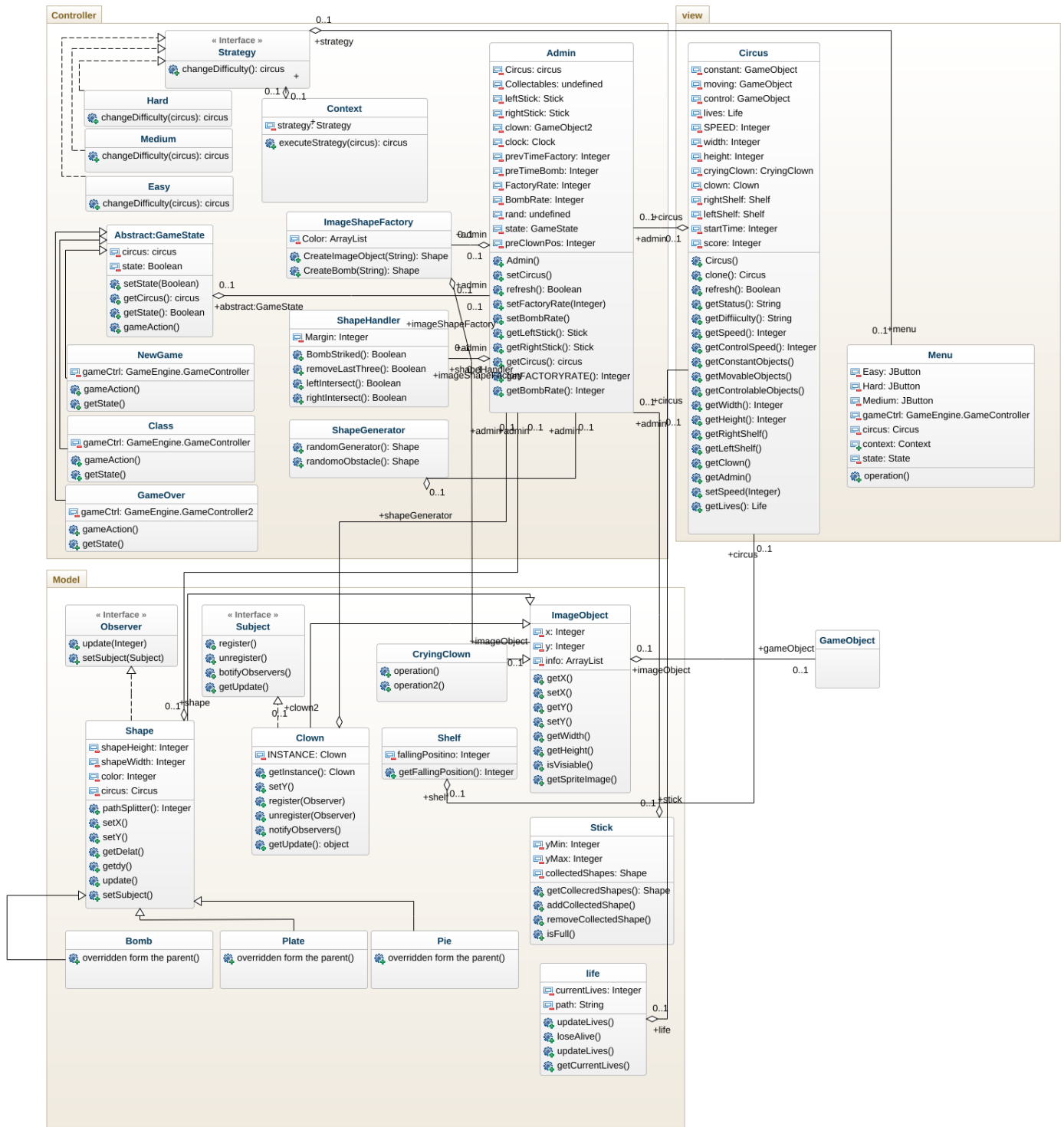
## 2. Sequence diagram



## The Class diagram

The relations between classes and their attributes and different uses and instances





This follows the MVC model to control how the game works removing some dependency from the game engine

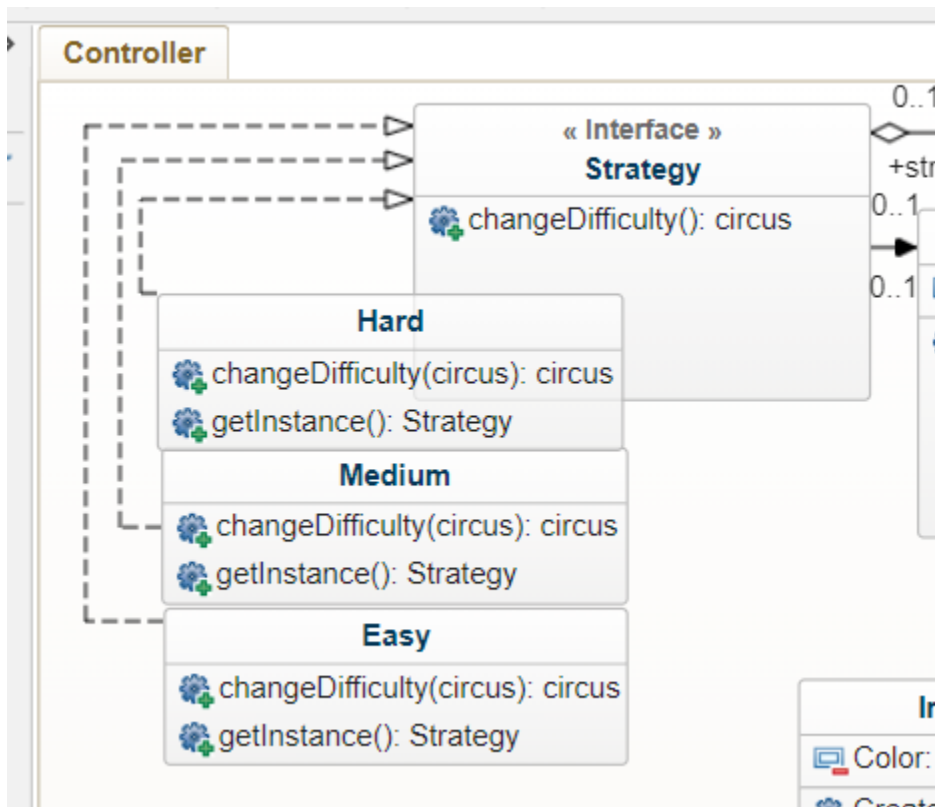
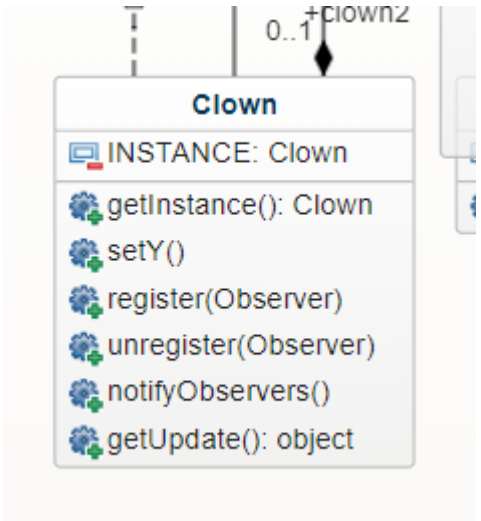


## Design patterns

### 1.Singleton

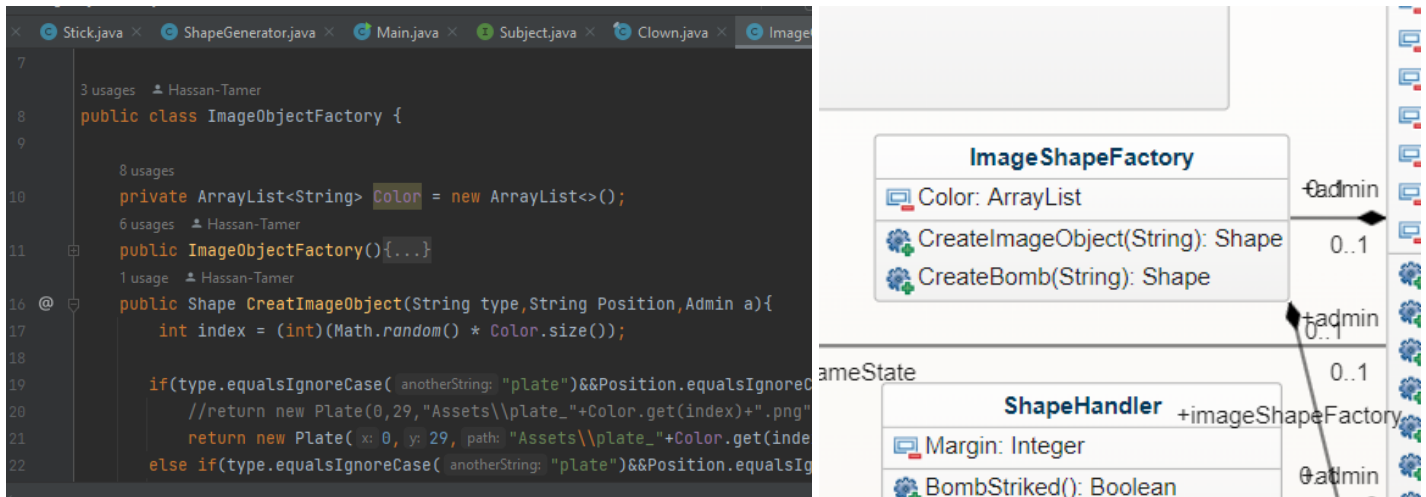
We used it in the clown and the strategies part not to load it once and use the same reference every time using the method get Instance

```
6 public final class Clown extends ImageObject implements Subject{
7     private static Clown INSTANCE;
8     private List<Observer> observers = new ArrayList<>();
9     private Clown(int x, int y, String path) {
10         super(x, y, path);
11     }
12
13     public static Clown getInstance(int x, int y, String path) {
14         if(INSTANCE == null) {
15             INSTANCE = new Clown(x,y,path);
16         }
17         return INSTANCE;
18     }
19 }
```



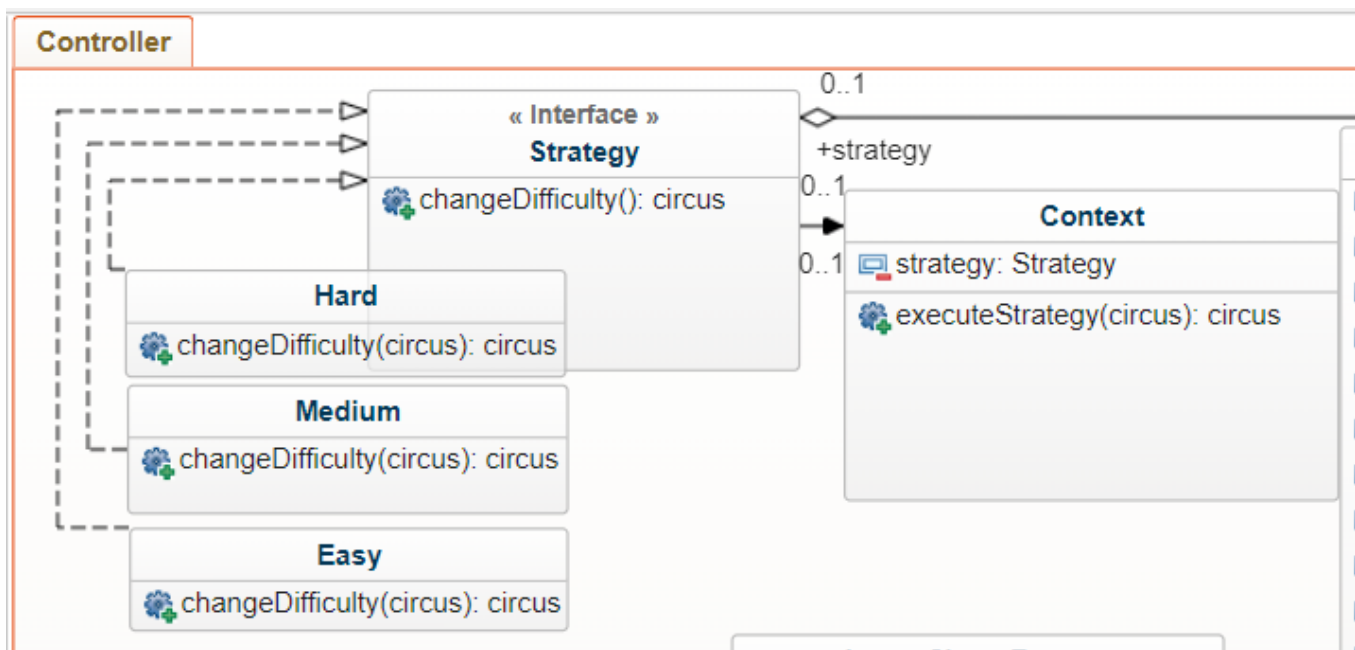
## 2.factory

Creates the images of the plates and pies randomly without making separate classes and constructors for each and we can all it once



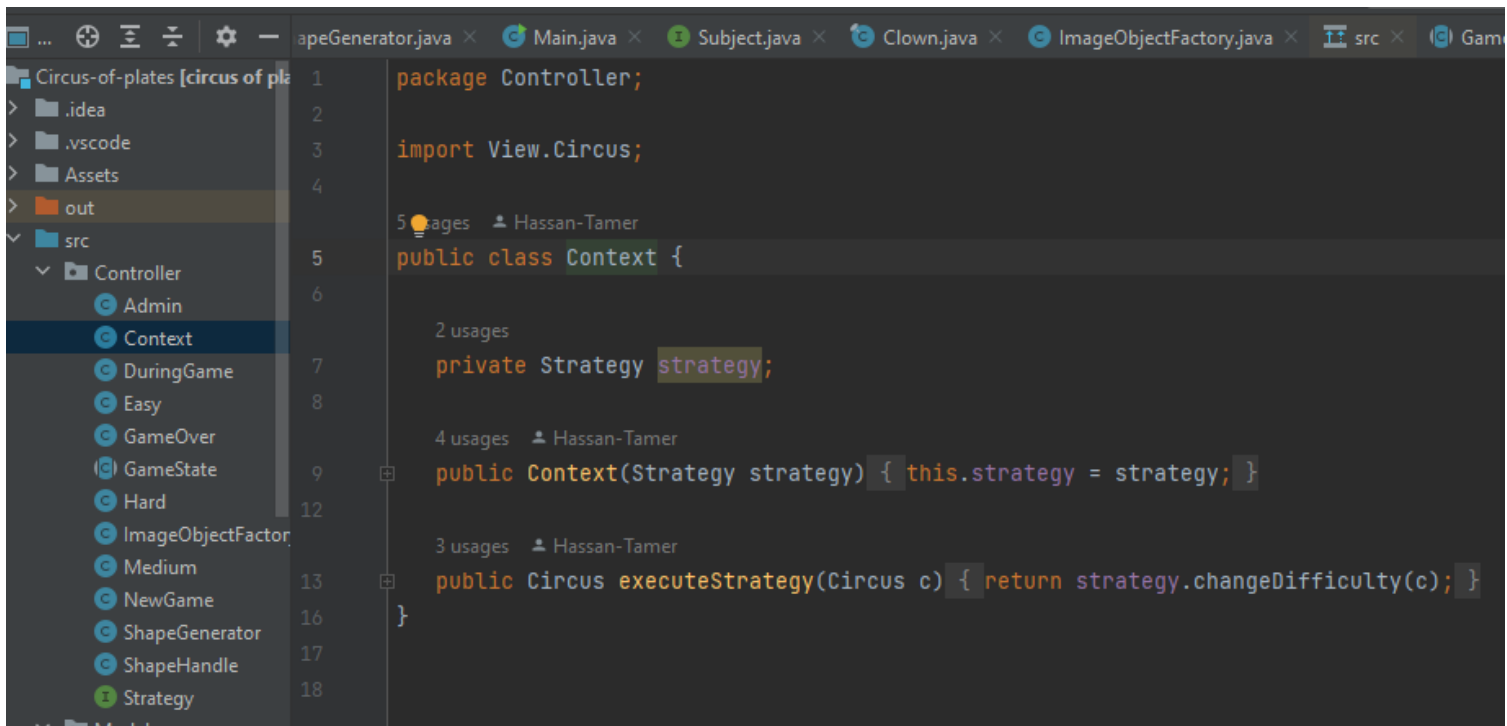
## 3.Stratgy

We used it to determine the difficulty of the game the user set

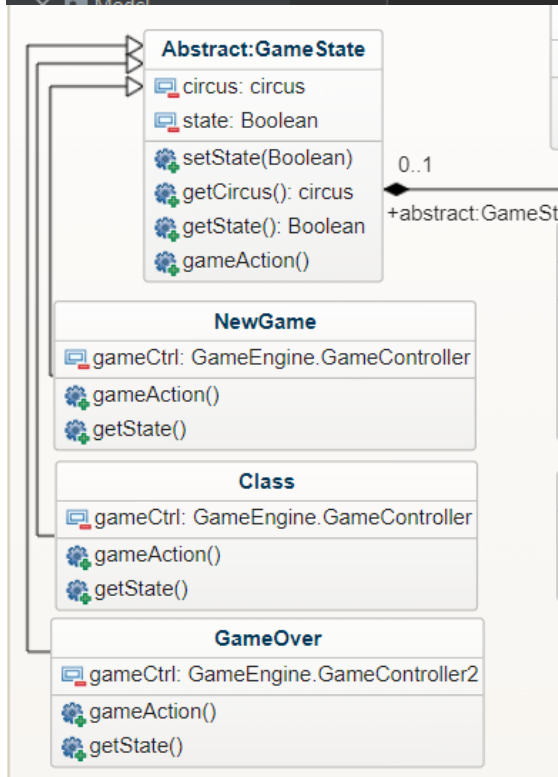


## 4.State

Used in determining the state of the game while it was working or when we are choosing a new game or game over part



```
1 package Controller;
2
3 import View.Circus;
4
5 //pages Hassan-Tamer
6
7 public class Context {
8
9     2 usages
10    private Strategy strategy;
11
12    4 usages Hassan-Tamer
13    public Context(Strategy strategy) { this.strategy = strategy; }
14
15    3 usages Hassan-Tamer
16    public Circus executeStrategy(Circus c) { return strategy.changeDifficulty(c); }
17
18 }
```





## 5.Observer

Used in the clown moving part when each refresh updates the shapes with the new state of the clown so they can move consequently.

And we register them and unregister them when they reach the intersection part in the code

