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**Object Oriented Software Engineering Project**

**Final Report**

**CS 319 Project: RISK: LOTR**

**Group 1J**

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**1. Implementation**

The implementation phase of the game RISK-LOTR is achieved by dividing the parts of the project among the group members. The work was divided as follows;

* One member of the group worked on GUI
* Another member worked on game memory classes
* Two of us worked on manager classes of the project.

After everyone completed their tasks independently we worked together to put all the codes together, to make the project work correctly and to get the expected output.

During the implementation phase we have implemented most of the classes by following all the specifications described on design report. Hence, there are no major changes that we have made during the implementation stage which are different from the design report. However, some changes have been made; some methods have been changed while some others have been added.

Our greatest challenge was implementation of three phases of the game; deployment phase, mobility phase and execution phase. The logic of our game was considerable complicated that is why it was challenging to implement it. Additionally, we faced difficulties when we put all the code together, since there were some conflicts regarding the names of variables and connection between classes coded by different members. We tried to overcome these problems by using our coding and group-working skills.

**2. CURRENT STATUS**

Almost every part of the project is done. Reports are complete and they all have been submitted to GitHub before the due dates. We equally divide our RISK-LOTR game code for each member of the group and every member of the group has written averagely % 90 of their codes.

* % 90 of the GUI part is done except tiny bugs.
* % 90 of the manager classes are done except a little empty and problematic blocks.
* % 100 of our data part and memory parts are done.
* Reports are completely done and submitted.
* Separate codes will be combined.

The most problematic part of the current status is combining the codes which are written by different members of the group. After combining our code, the exact percentage of the completeness of our code will be definite.

**3. USER GUIDE**

**3.1 Introduction**

RISK: LOTR is a turn-based strategy game inspired by the original RISK Table Game and it is set on the imaginary map and world of “Middle Earth,” which is a part of JRR Tolkien’s fantastic Lord of the Rings Universe. The game is a desktop application and it is a multiplayer game. Each player takes turns on the same computer, making their moves. The game is played with a mouse, a keyboard and friends.

**3.2 Running the Game**

**a) System Requirements**

The game works on any operating system that can support and has the latest JRE (Java Runtime Environment).

It can run on 32 and 64 bit operating systems.

**b) Installation**

The game has a .jar file which the user can click to run the game. No installation is necessary.

**4. Class Diagram**

