

Fruit Ninja Game Report

Hazem Hussien

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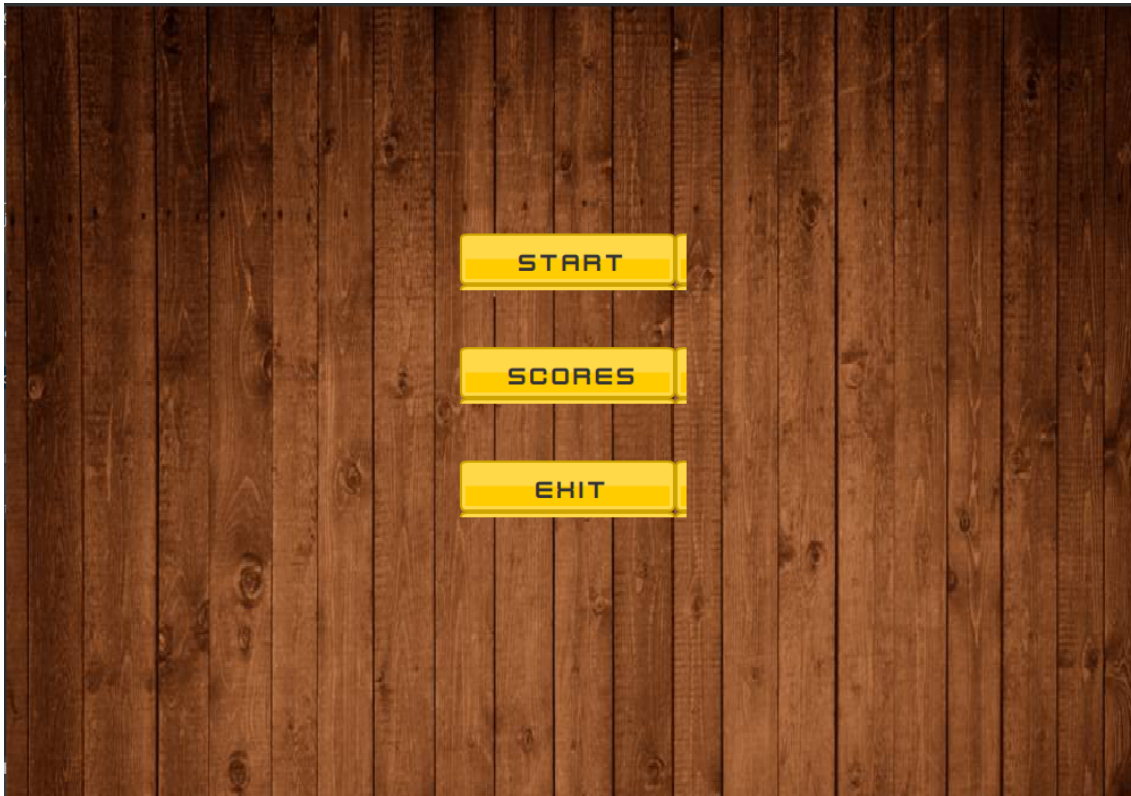
1 Design Explanation

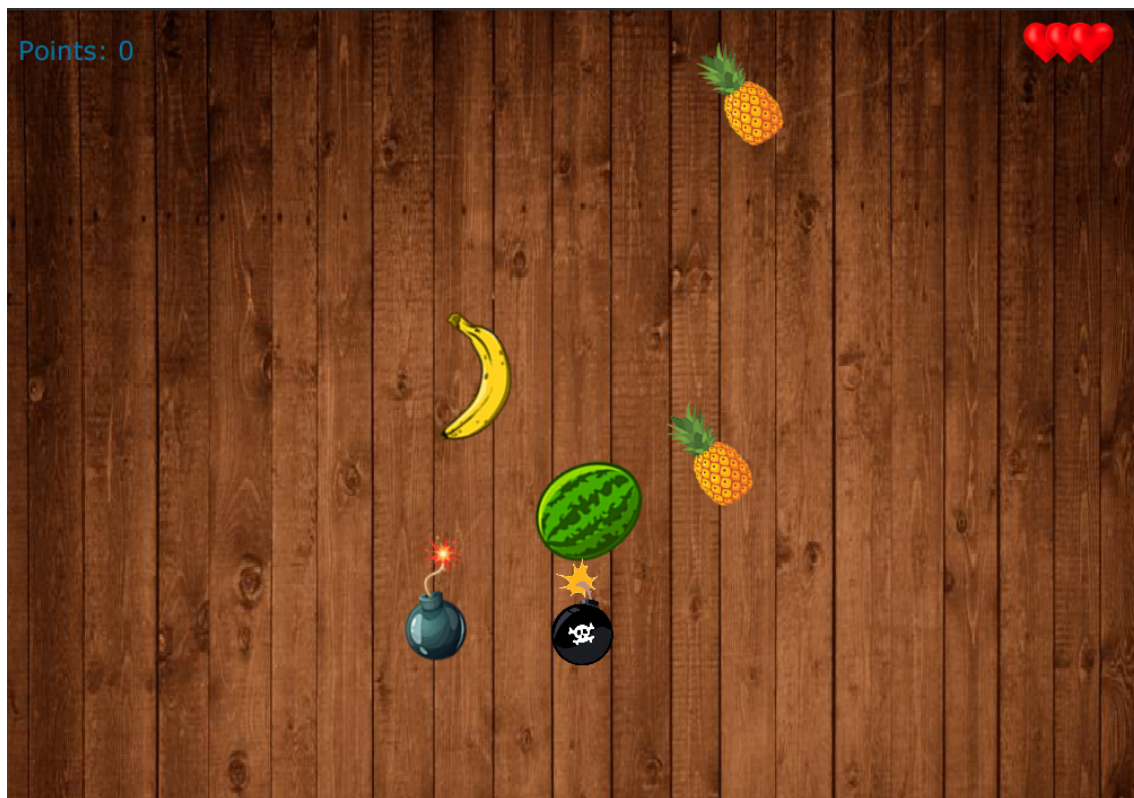
I used MVC in the design of this app,I have 2 views , one for the main menu and another one for the actual game , and each one has its controller that it's communicating with.

I have made 4 fruit classes(Watermelon,Lemon,pineapple,Banana) and 2 Different Bomb types (Death Bomb and Life Bomb) that all extend the GameObject class.

I have only one model class GameModel that is responsible for managing the data and sending it to the controller so that it can pass it to view.

2 Snapshots Of GUI





3 Design Pattern Used

I only used three design patterns 1)Factory Method Pattern : to encapsulate the creation of my fruits and bombs objects

2)Decorator Pattern : to Add extra points to some fruits and other feartures like "Add Life"

3)Singleton Pattern : used it to make sure that only one instance of my ViewManager is created as i don't want mutiple instances of it by accident.

4 How to use the application

To use the app all you have to do is press start once the application loads.