

Cem Suzen - IndividualGames

suzen.cem@yandex.com

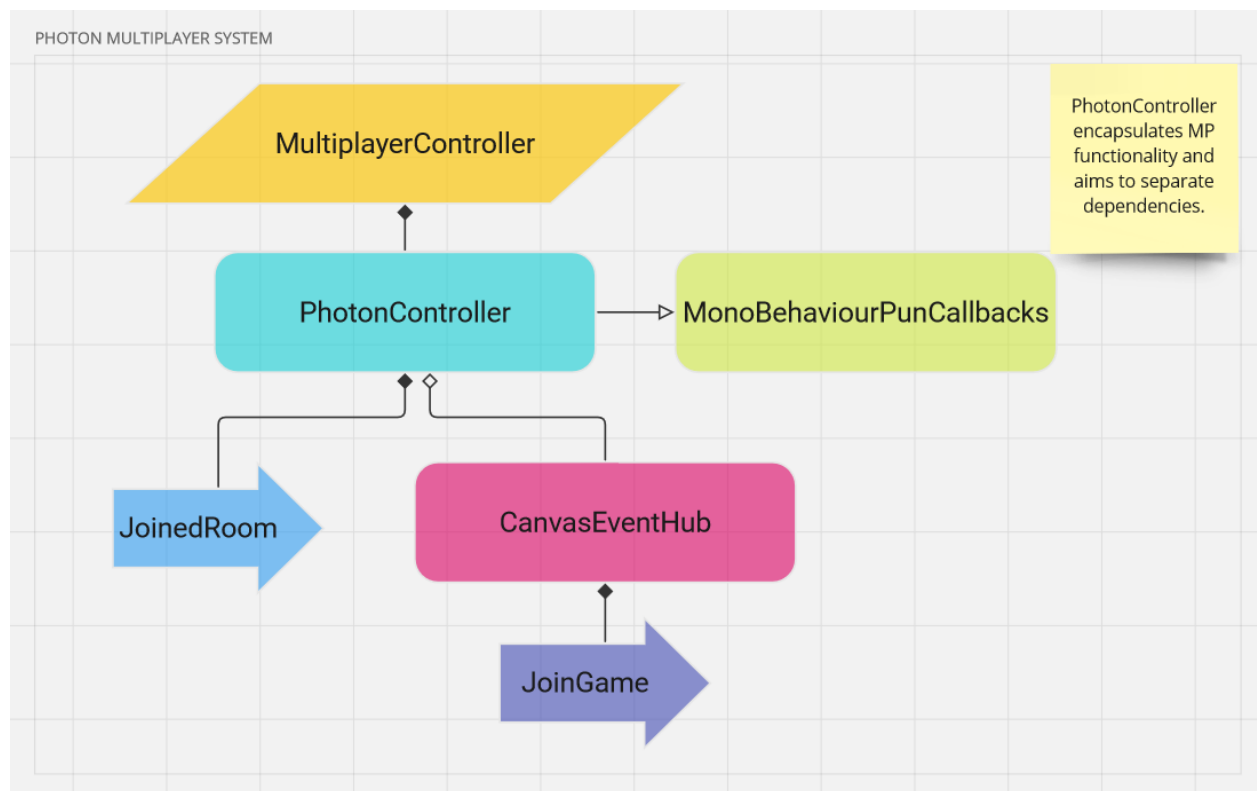


Happy Hour Strategy Case - 27/8/2023

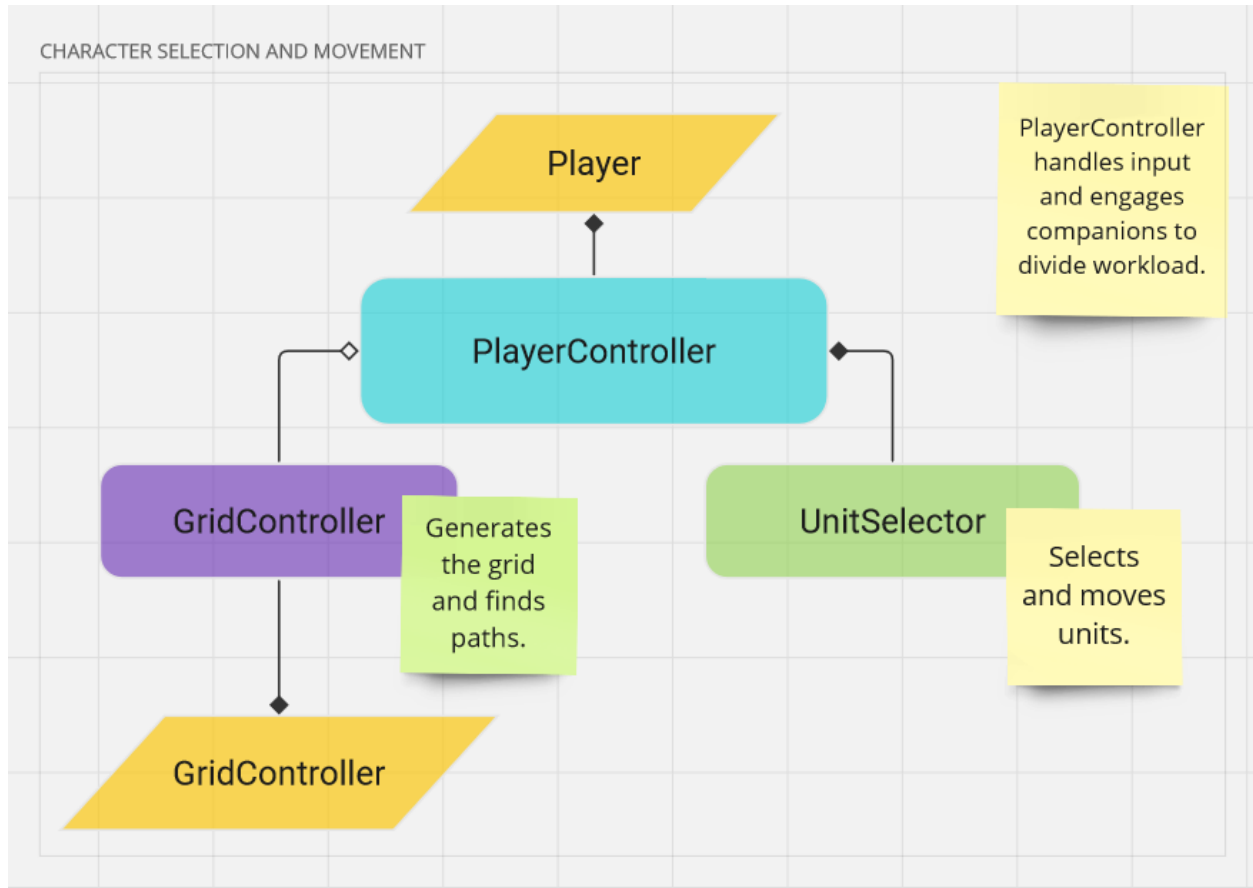
Code Structure:

*Meta of the diagrams provided below.

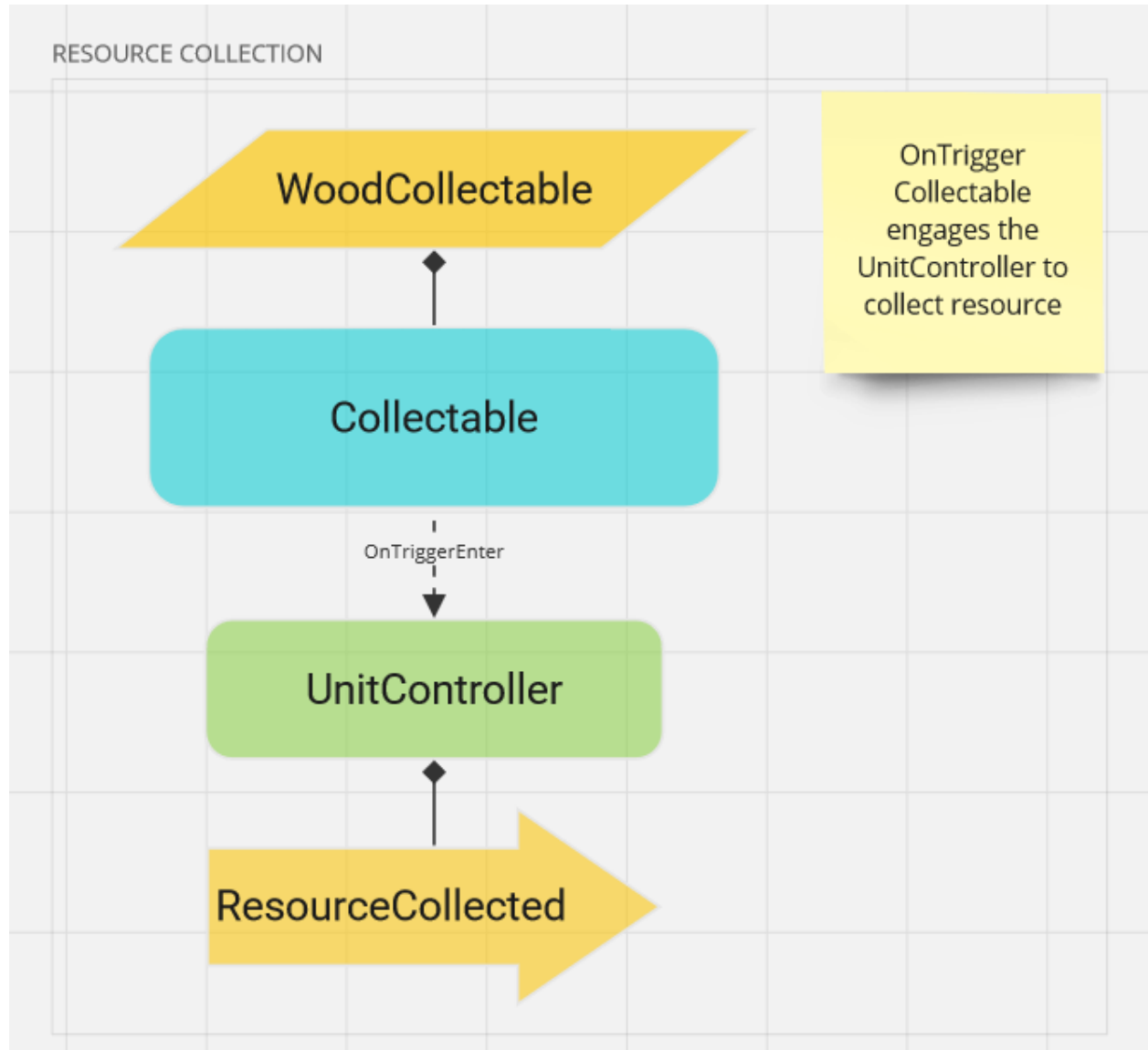
Multiplayer Functionality:



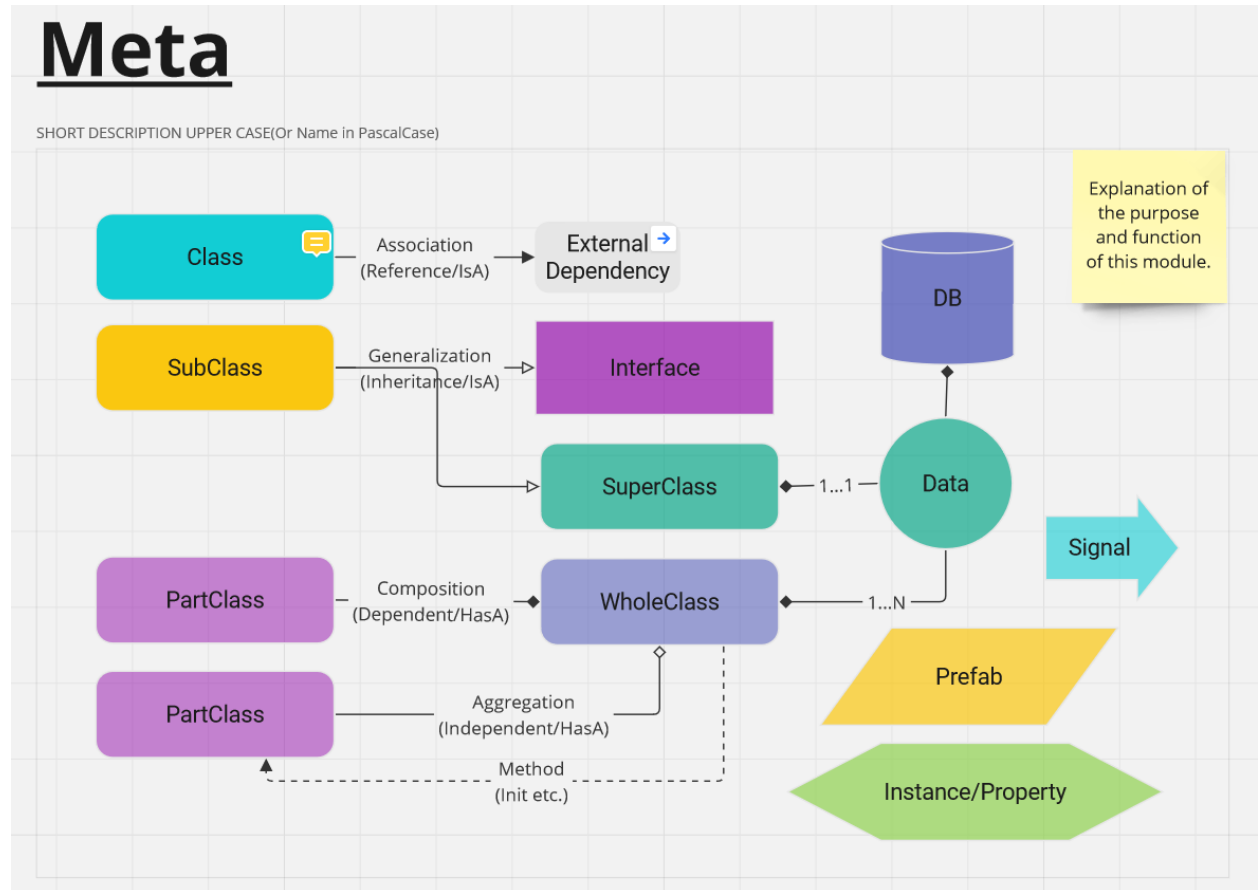
Character Selection and Movement:



Resource Collection:



Meta:

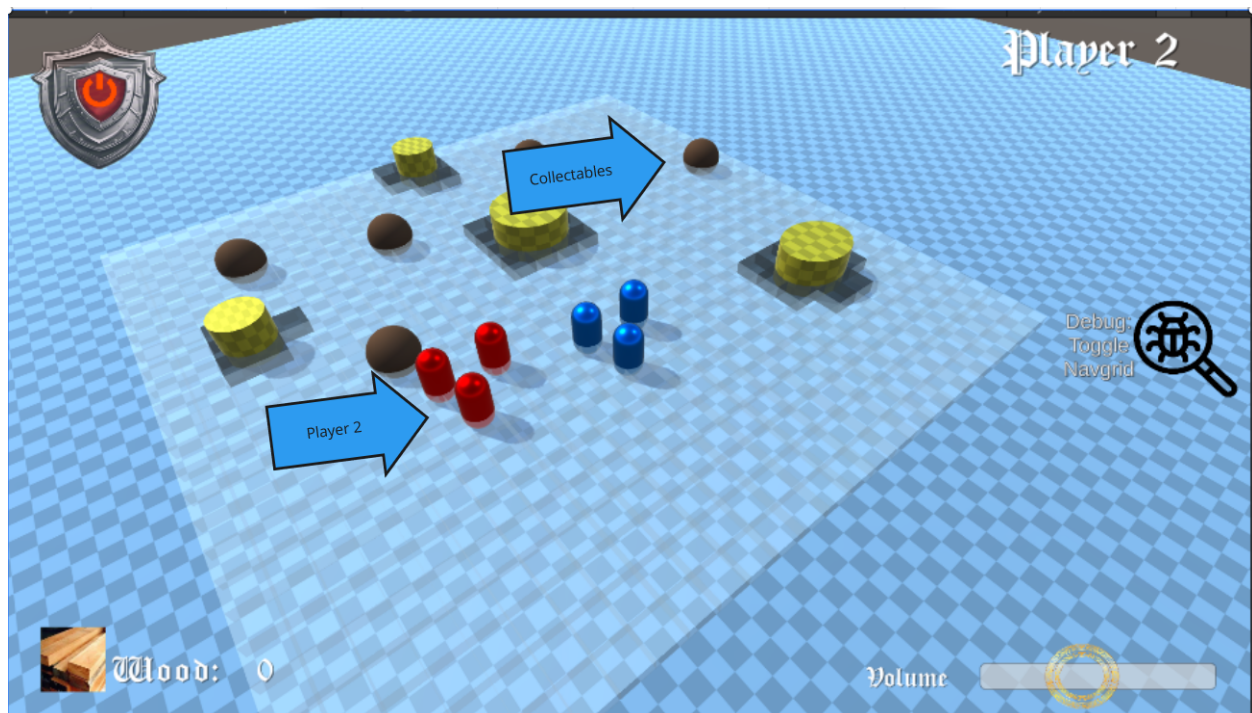
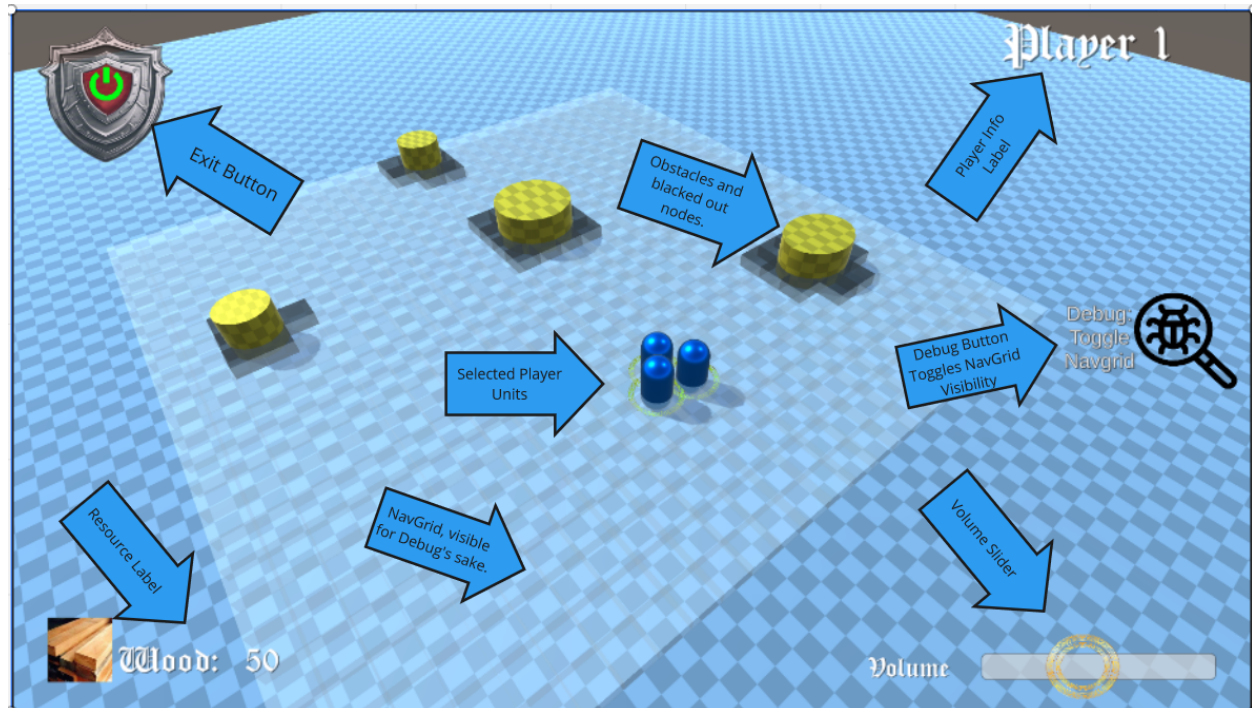


Interface:

Main Menu



Level1



Methodologies Used

SOLID, KISS, OOP, FP, DESIGN PATTERNS

SOLID is used to divide responsibilities, keep manageable interfaces, use DI where applicable, keep codes extensible and upgradeable.

KISS keeps things simple without clutter code and performs precise functionality.

OOP provides inner dependencies that are separating responsibilities, making code more reusable and modular.

FP(Functional Programming) is used to generate functional results rather than depending on other structures. This keeps OOP approaches simple and separated.

Design Patterns were used where applicable.