CSC330 Final Project

Spot The Image Word Game

College of Staten Island
Professor: Iacona

By: Eyad & Jihad Alsahori

Game Introduction:

What is Spot The Image (Word Game)?

- The player will be presented with multiple images and they are required to guess which word is correct from the given images.
- The player will get 6 attempts to retry or else they will lose. If the player manages to guess all the images and words correctly then they will win the game.
- The player can use the number of letters provided for them to figure out which image is represents the word.

Java code Features:

- ❖ **Lines of code:** Around 700

- ❖ **9 Game features:**

  1.StartScreen 2.Homescreen 3.Button 4.Words 5.Word 6.QwertyButton
  7.Keyboard 8.MainGamePanel 9.Main

Library and Core Java Implementation:

- ❖ *Java.swing*: Swing includes our text areas, buttons, etc.

- ❖ *Java.awt*: a Toolkit of classes that is used for designing and managing GUI, such as our buttons, screens, graphics and interface components.

- ❖ *Java.util.Random*: used to Select a random word from the list of words that will be used in the game.
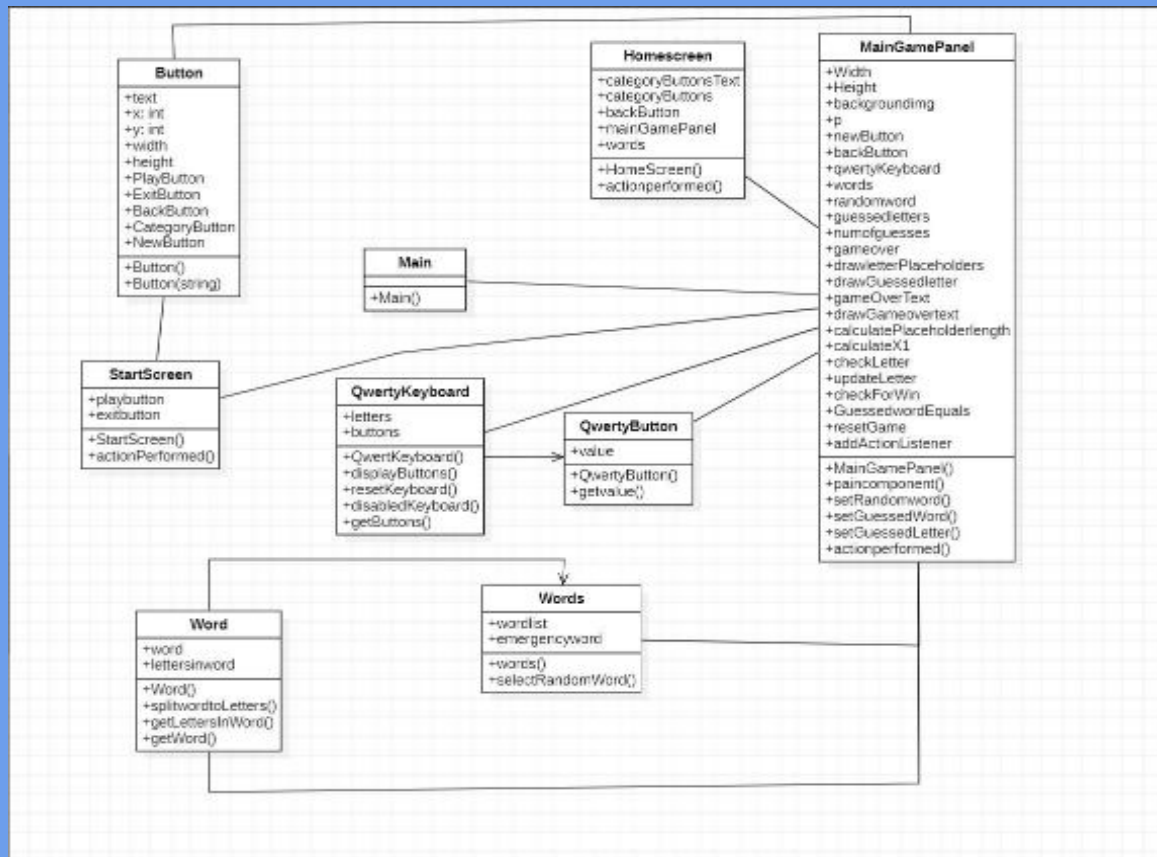
Game features !

- ❏ Home screen /StartScreen and Button.java:

  These features are the base of our game, they are used to set up the dimensions of our back ground image, homescreen, ingame screen, and buttons which include: "Play", "Exit", "Back", etc.

- ❏ Word and words.java:

  Over here we have our list that contains different words that represent the images the player needs to guess through, such as the words "Cat", "Branch", etc.

- ❏ QwertyButton/Keybored:

  Our word game virtual keyboard is created here, this is where the player will be able to select their chosen letter. It also includes our display/reset methods

- ❏ MainGamePanel and main.Java:

   Finally, these 2 features contain everything from graphical designs, to our letter slot holders, and to our losing/winning game methods, etc.
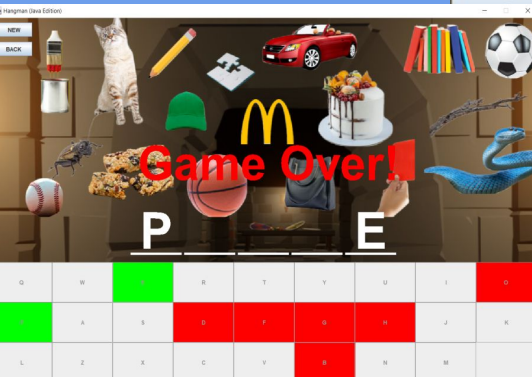
Minimal Viable Product... MVP

The 4 Levels/Layers of MoSCoW.

1. Must have   2. Should have   3. Could have   4. Will not have.

➢ levels

➢ Game instruction

➢ Time limit

➢ Save Game

➢ Options Setting

➢ Game Hints

➢ Sound Affects

➢ Changeable Wallpaper

➢ Game Difficulty

GAME IMAGES:

Recommended Videos To Watch:

❖ *[https://www.youtube.com/watch/Java: Swing ImageIcon - Adding images to the GUI](https://www.youtube.com/watch/Java:%20Swing%20ImageIcon%20-%20Adding%20images%20to%20the%20GUI)*

❖ *[https://www.youtube.com/watch/java tic tac toe game](https://www.youtube.com/watch/java%20tic%20tac%20toe%20game)*

❖ *https://www.youtube.com/watch?v=AGN92TGFpfs*

That's all Folks!

THE END

Thank you all:)