

Project Assignment (40%)
(Deadline: Feb 5 at 11:59:59 pm)

This is a group assignment with **2 to 4 students**. You are asked to write a game in Java. There is no limitation and restriction on the story and graphics of the game. Please read the following specific requirements.

Requirements

HTML Page (5%)

- Design a HTML page that displays your group members' names and e-mail addresses, as well as the description of your game. The description includes instructions of how to play the game.

UML Design (10%) + Design Demonstration (10%)

- An UML use case diagrams to denote the functions of the game provided.
- All Java classes must have corresponding UML class diagrams to show their relationships.
- A number of UML sequence diagrams are required to show the object interactions.
- A brief presentation is required to demonstrate the overall design of the game.
 - a. The date of demonstration is **Jan 25, 2016**.
 - b. Each team is given maximum of **10 minutes** to demonstrate their project design.

Game (75%)

- Display current score at runtime and maintain at least 3 top scores in the game. You may initialize all records as zero when the game is firstly loaded.
- Use keyboard or mouse or both to control.
- All graphical objects must be controlled by different threads if needed.

Submission

1. Please zip your programming files, HTML documents and a README file for how to run your program. Name the zip file as your student's ID (the leader), for example 07123456.zip.
2. Upload your submission on Canvas.
3. Late submission is not allowed.
4. Plagiarism (Copying) is a serious concern. Students might search for information on the Internet and "Copy & Paste" it directly in their assignments. Hence, a strict rule is applied that **MORE THAN SEVEN WORDS** copied from a source is considered as a cheating. The minimum penalty is zero marks for the particular assignment.