



Bilkent University

Department of Computer Engineering

Object Oriented Software Engineering Project

STARS League

Final Report

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17.03.2018

This report is submitted to the Department of Computer Engineering of Bilkent University in partial fulfillment of the requirements of the Object-Oriented Software Engineering course CS-319

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I.Introduction

We successfully implemented the match simulation system until know. We created the top menu with buttons. After creating the menu we created the scenes where match will be played and where calendar exists. We are able to show a sample match and its result in the match play. Our project is still in the development process. We plan to implement the rest for instance database, tournament dynamics etc after we implement the basic scenes and sample executions of the game.

2. Design Changes

We decided to add helper functions to classes because according to our design, some of the important functions would become too long, so we decided to divide these functions in to smaller parts. Also we decided to add some extra attributes to classes to solve the conflicts in the design.

3. Lessons Learned

We think that we need to start the implementation a bit earlier because we need to learn the new stuff to implement the GUI.

4. User's Guide

4.1 System Requirements & installation

STARS League implemented in Java. Graphics will be implemented by using JavaFX libraries.

Minimum System Requirements

- Any platform that supports Java is supported
- 1.2 Ghz Dual Core processor
- 1 GB RAM or higher
- Minimum of 1400 x 900 screen resolution

Recommended System Requirements

- 2.0 Ghz Quad Core Processor
- 2GB RAM or higher
- Minimum of 1920x1080 resolution

Installation

Our program does not require any installation, just executing the StarsLeague.jar file is enough to play the game.

4.2 How to Use

4.2.1 Controls

Mouse Left Click : Press the button.

Mouse Right Click : Drag the things.

4.2.2 Game Objects

Manager: That is the main object of the game and user manages the chosen team to win the STARS LEAGUE tournament.

Player: Football player of the team.

Team: Teams are consist of players, manager and president.

Group Stage: Consists of 8 groups with each having 4 teams. 2 of them will pass the next stage.

Elimination: Consists of the elimination tree and teams that play with each other.

4.3 Screenshots and Menus

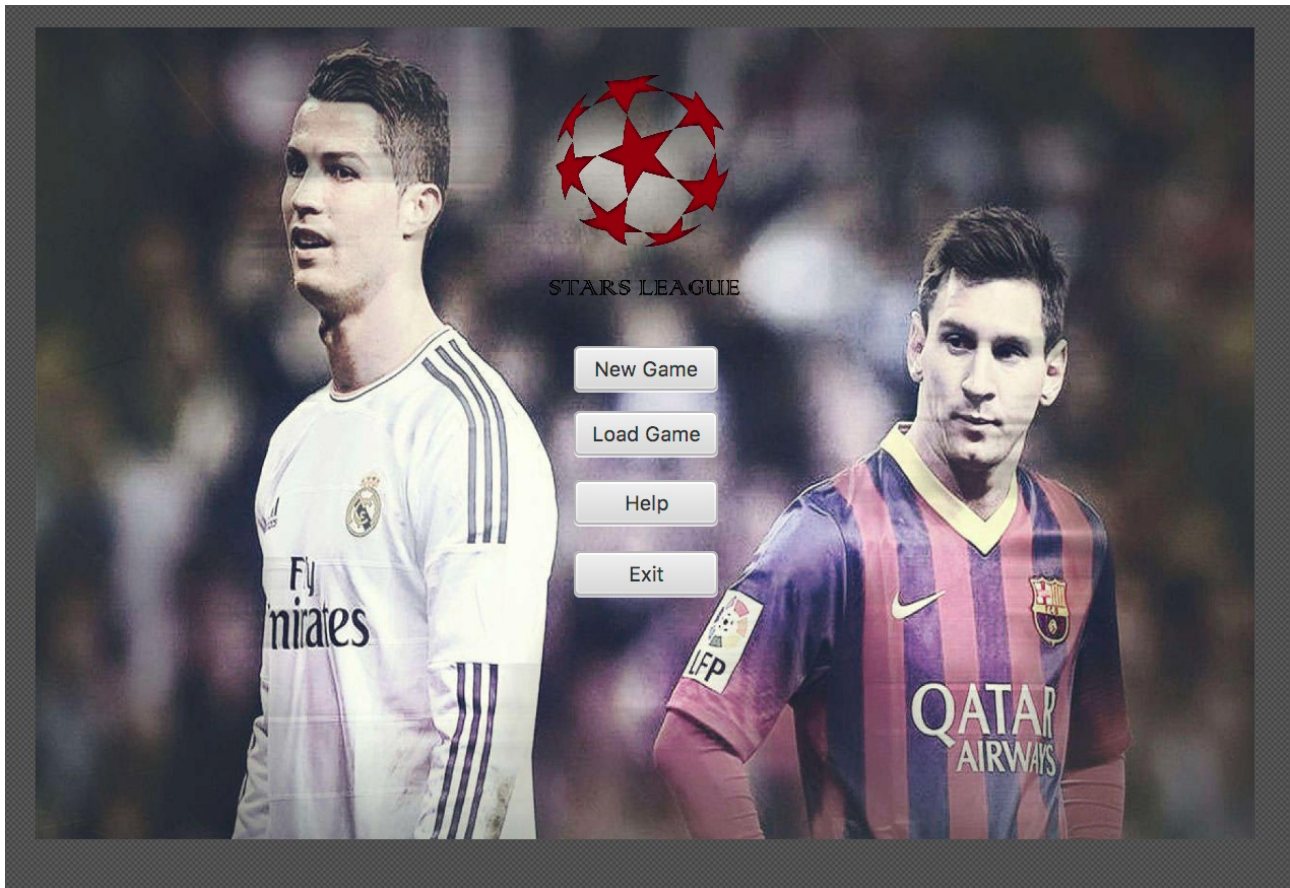


Figure 4.4.1 - Home Screen

This is the opening screen of the our game. We choose background image with Ronaldo and Messi, the two players that influenced many people to watch football games. User can start a new game or load the previous game from that screen. Also tips are displayed if the Help button is pressed. Player can exit from the game by pressing the exit button.

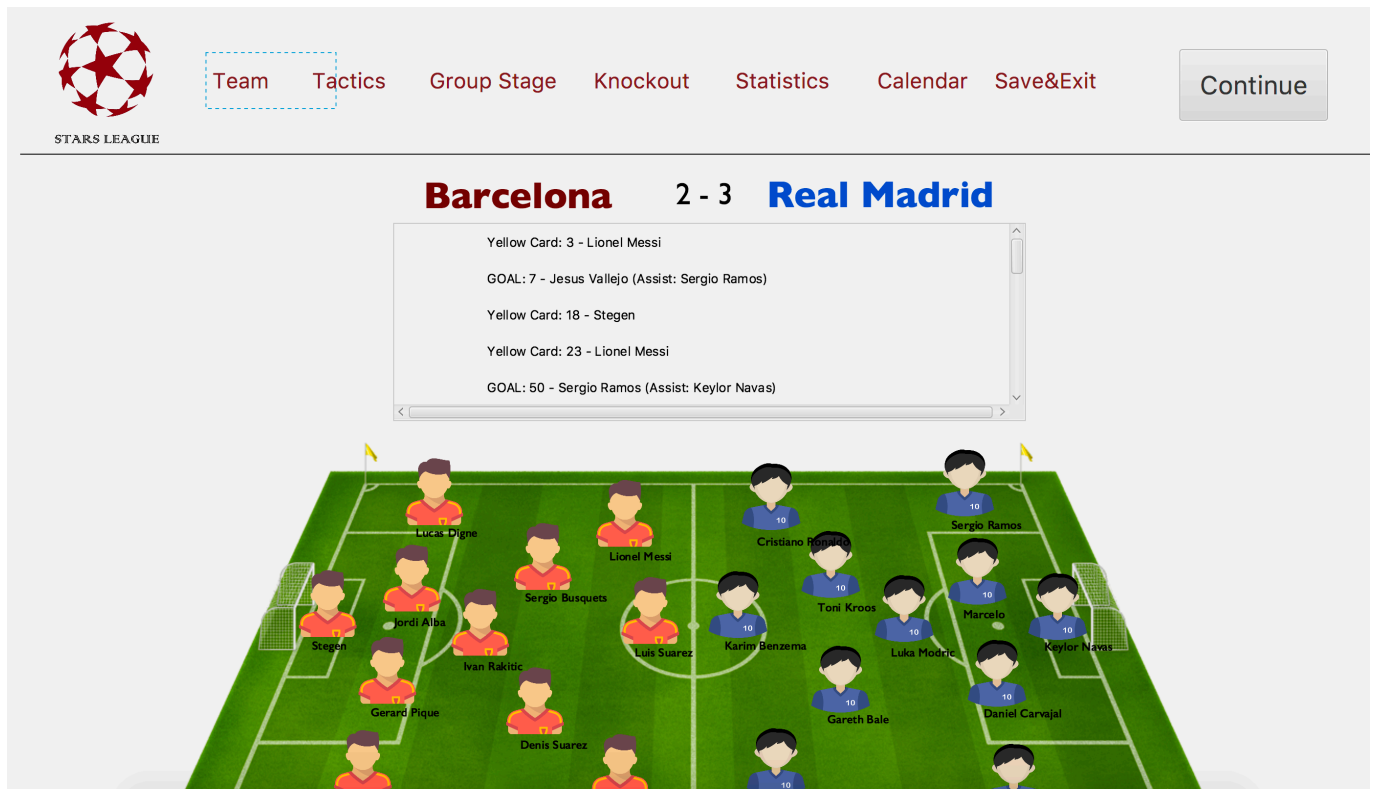


Figure 4.4.2 - Match Playing View

When player starts the match, the tactics of the teams are appeared on the below of the team names. Actions which happened in the match (goals, assists, yellow card, red card) information are displayed with it's minutes happened. The current line-ups appear in the below of the actions.

<div>  <div> Team Tactics Group Stage Knockout Statistics Calendar Save&Exit </div> <div>Continue</div> </div>						
Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
01 Kas	02 Kas	03 Kas	04 Kas	05 Kas	06 Kas	07 Kas
08 Kas	09 Kas	10 Kas	11 Kas	12 Kas	13 Kas	14 Kas
15 Kas	16 Kas	17 Kas	18 Kas	19 Kas	20 Kas	21 Kas
22 Kas	23 Kas	24 Kas	25 Kas	26 Kas	27 Kas	28 Kas
29 Kas	30 Kas	01 Ara	02 Ara	03 Ara	04 Ara	05 Ara
06 Ara	07 Ara	08 Ara	09 Ara	10 Ara	11 Ara	12 Ara
13 Ara	14 Ara	15 Ara	16 Ara	17 Ara	18 Ara	19 Ara

Figure 4.4.3 - Calendar View

When player wants to see schedule for displaying the previous and incoming match(es), this screen will appear. The previous and upcoming matches could be seen from that scene.