2.4. Persistent Data Management

Donkey Kong is a simple retro arcade game. Using database would make the game bulky. Therefore, text files will be used in this project. Game data will be stored in hard disk drive. Moreover, we will load all the necessary files on to the memory and access those files when the gameengine or the rendering system requires. The files are; the background images, images of the game elements will level specialities and high score list as text files in disk. Also, sound effects will be stored.

2.5. Access Control and Security

Donkey Kong does not require any internet connection or creation of user profiles. Files must be installed in order to play the game. Therefore , there will not be security issues in Donkey Kong. GameEngine class is the only one can reach the files on system according to user actions. This provides security.

2.6. Boundary Conditions

The game is placed on and transfered by an executable .jar file. The game will not be fullscreen because it is pixeleted and characteristically small. The first screen is the menu screen and specify the boundaries to the user. If all the lives of the player are depleted, game will end and return to the main menu. If the user compeletes the game, game will end and return to the main menu. At the end of the game, high scores will be updated according to the score. Donkey Kong can be terminated by clicking quit game buton. If the user opens the program again while it is already running, program terminates. If program does not respond because of any reason, the program will be terminated and the data will be lost.