SWENGB - LECTURE 07

AGENDA

- Projects - state of affairs

- TicTacToe - computer opponent

PROJECTS

- Every project team has to present their project in 12 minutes

- 5 minutes questions

- publish project on github site before 28.1.2016, 00:00

- presentation is part of the assignment!

PROJECTS

- Should compile out of the box

- have nice Readmes on their github page

- A worklog how many hours were spent for what activity

- How much would you charge for the project?

PROJECTS

- CoursewareFX : 5 teams

- PizzaHutFX : 2 teams

- FileBrowserFX : 3 teams

COURSEWARE

- Data centric application

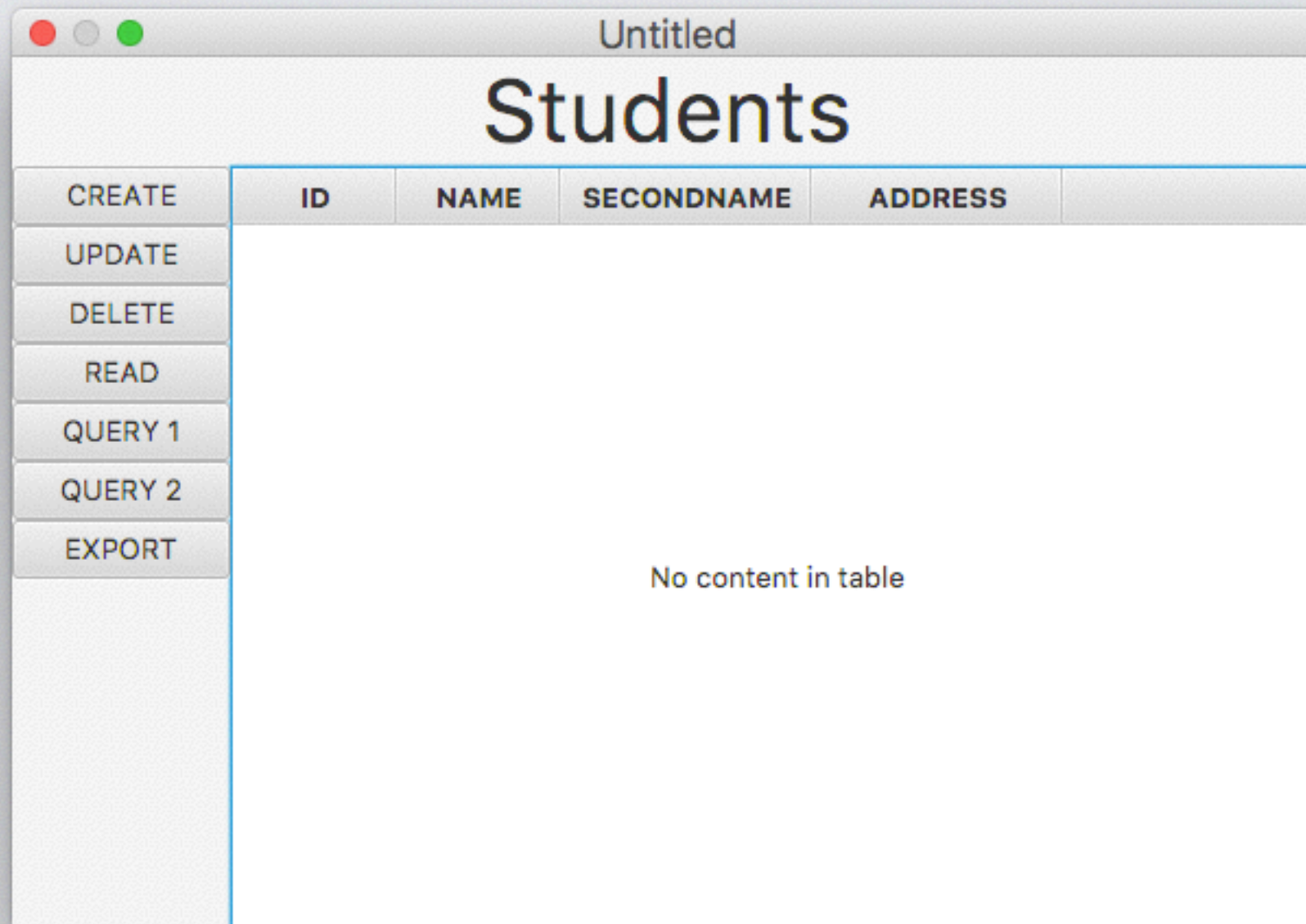- Should contain forms to enter data

- Reports

COURSEWARE : DATA

- Data centric application

- Should use JDBC thin layer shown in DBTool example

- Schema should contain at least 6 tables

COURSEWARE -VIZ

- Use fx-scala-tableview as starting point for your table views

- Create custom navigation between different data views / controllers

ENTITY : STUDENT

COURSEWARE -REPORTS

- Create markdown or html documents out of your data

- Have a look at fhj.swengb.labs.lab06.Courseware for html reports with Bootstrap support

- investigate fhj.swengb.course/material/pom.xml for bootstrap support

- Custom queries should be the data source of your reports

- Use CSS to make your UI visually pleasing

FILEBROWSERFX

- create a file browser with JavaFX

- mimics the behavior of the windows file explorer

- mandatory: TreeView Usage

- mandatory: show text files (*.txt,*.xml,*.html…)

FILEBROWSERFX

- Move files around by supporting drag'n drop

- rename files

- copy files

- show info of files (size, timestamp, extension …)

- play mp3's? videos?

FILEBROWSERFX

- Don't forget about the looks! (CSS)

PIZZAHUTFX

- Create a casual game with JavaFX

- Simple gameplay (model a pizza restaurant)

- Static Background (maybe more than one level?)

- Simple animations

PIZZAHUTFX

- Model your entities

  - Game (The game state, controls animations)

  - Player (Your avatar)

  - Product (Pizza, Softdrink ….)

PIZZAHUTFX

- For the concept of a game loop see https://github.com/rladstaetter/fx-animations

- A game loop runs continuously during gameplay.

- Each turn of the loop, it processes user input without blocking, updates the game state, and renders the game.

- It tracks the passage of time to control the rate of gameplay.

PIZZAHUTFX

- High score

- use CSS for fancy looks

- Sound effects (??!!)

- http://opengameart.org

TIC TAC TOE : RECAP

COMPUTER OPPONENT

TIC TAC TOE - ON ANDROID