



# GAME CARTOON

(PiKaChu)

## Group Snow

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## Table of Contents

<b>I. Problem Definition.....</b>	<b>2</b>
<b>II. Customer requirement specification .....</b>	<b>3</b>
<b>III. Role &amp; Schedule .....</b>	<b>6</b>
<b>IV. Interface.....</b>	<b>8</b>
<b>V. Flowchart.....</b>	<b>13</b>
<b>VI. Maintenance .....</b>	<b>13</b>
<b>VII. Check List.....</b>	<b>14</b>

## I. Problem Definition

**DESCRIPTION:** Game Fruit is a game of gentle entertainment and memory training. Game Fruit is a classic game based on Pokémon game. Fruit is an easy game to play, people can play this game.



*Figure 1. Illustrations image*

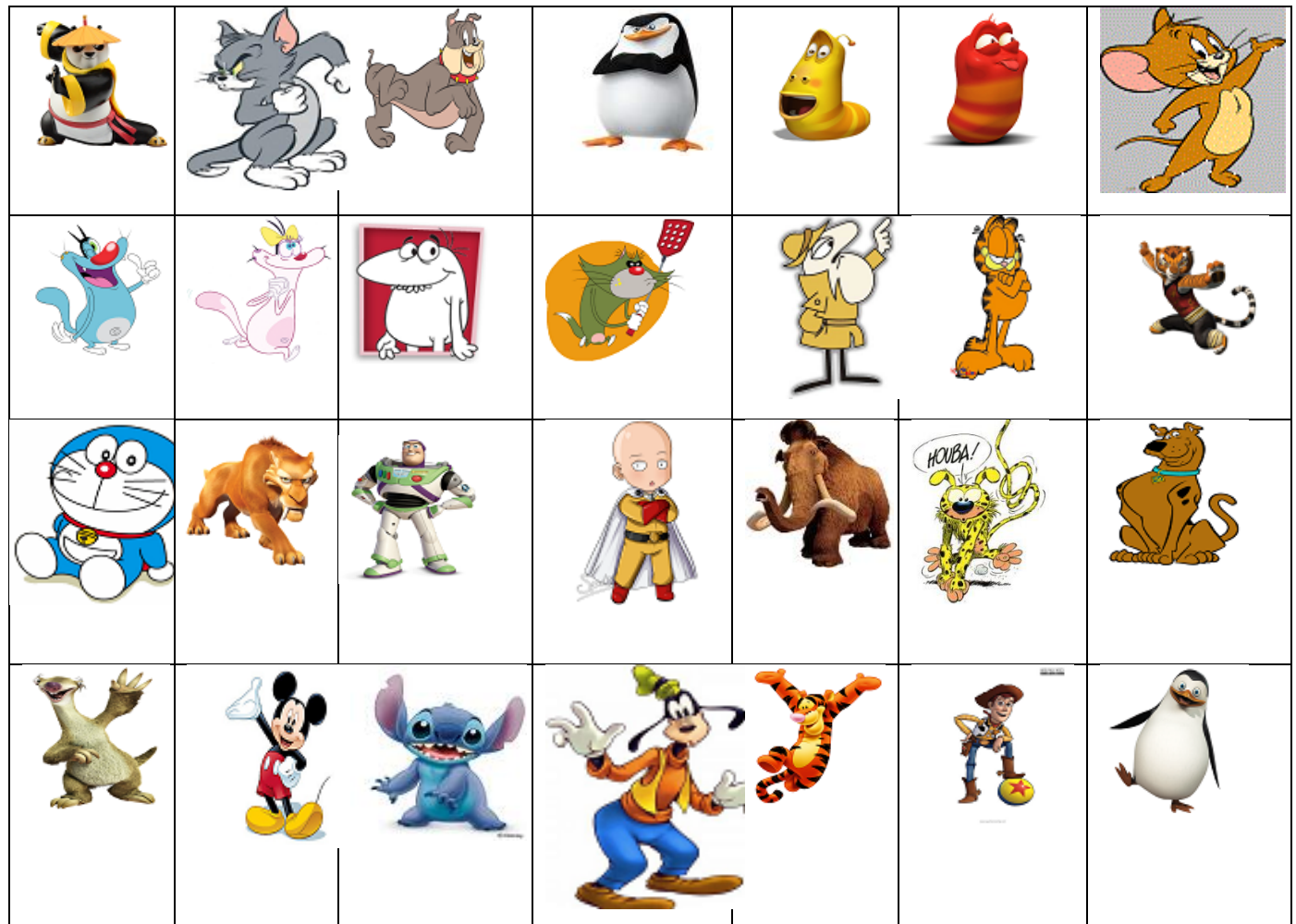
Rules are quite simple, you just need to find 2 similar fruit near each other. In up to 3 links, if you can link 2 fruit, you can "eat" 2 that fruit.

## II. Customer requirement specification

### 1. Input & Output

#### ➤ Input

- Image: 28 picture (cartoon)



## ➤ Output

- **Display:** 120 image (6 of them are the same)
- **Live:** Allow players wrong move (7 times)
- **Score:** Give players 3000 point (-5 point/5s)
- **Time:** User have 300 seconds to play game

## 2. DEVICE

Hardware requirement (minimal configuration)	Hardware requirement (recommended configuration)
<ul style="list-style-type: none"> <li>- <b>CPU:</b> 500 MHz Intel Pentium III workstation or equivalent.</li> <li>- <b>RAM:</b> 512 Megabytes.</li> <li>- <b>HDD:</b> 125 megabytes of free disk space.</li> </ul>	<ul style="list-style-type: none"> <li>- <b>CPU:</b> 780 MHz Intel Pentium III workstation or equivalent.</li> <li>- <b>RAM:</b> 1 Gigabytes.</li> <li>- <b>HDD:</b> 325 megabytes of free disk space.</li> </ul>

Software requirement
<ul style="list-style-type: none"> <li>- <b>Operator System:</b> Window XP or higher</li> <li>- <b>Software:</b> JRE 1.7 or higher</li> </ul>

### III. Role & Schedule

#### \* Role

No.	Role	Responsibilities
01	Leader	TanPNM
02	Secretary	AnTQ
03	Coder	TanPNM, AnTQ, AnhTPT
04	Tester	TanPNM, AnTQ
05	Designer	AnTQ

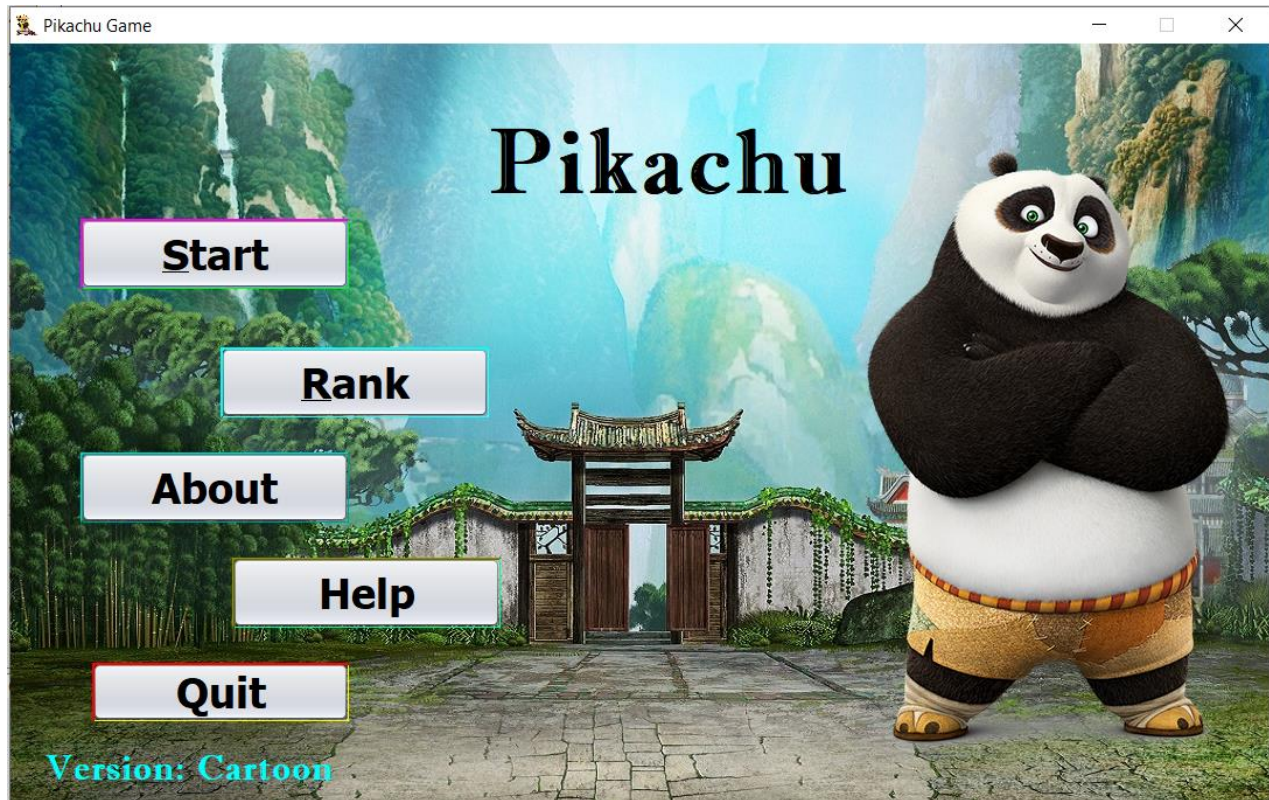
#### \* Schedule

Work	Start Date	Estimates Time	Respond
<b>Problem Definition</b>	17/05/2019	2 hours	TanPNM, AnTQ, AnhTPT
<b>Design Document</b>	20/05/2019	2 days	AnTQ
<b>User Requirement</b>	22/05/2019	2 hours	TanPNM
<b>Flowchart Algorithm</b>	26/05/2019	2 days	TanPNM, AnTQ
<b>Game Interface Design</b>	28/05/2019	2 days	TanPNM, AnTQ

Work	Start Date	Estimates Time	Respond
<b>Download Image</b>	28/05/2019	5 hours	TanPNM, AnTQ, AnhTPT
<b>Code game</b>	30/05/2019	3 days	TanPNM, AnTQ, AnhTPT
<b>Test Code 1</b>	03/06/2019	4 hours	TanPNM, AnTQ, AnhTPT
<b>Test and Fix Code 1</b>	03/06/2019	1 day	TanPNM, AnTQ, AnhTPT
<b>Test Code 2</b>	05/06/2019	4 hours	TanPNM, AnTQ, AnhTPT
<b>Test and Fix Code 2</b>	05/06/2019	1 day	TanPNM, AnTQ, AnhTPT
<b>Final Test and Fix Code</b>	06/06/2019	1 day	TanPNM, AnTQ, AnhTPT
<b>Complete Game and Build File .exe</b>	07/06/2019	1day	TanPNM



## IV. Interface

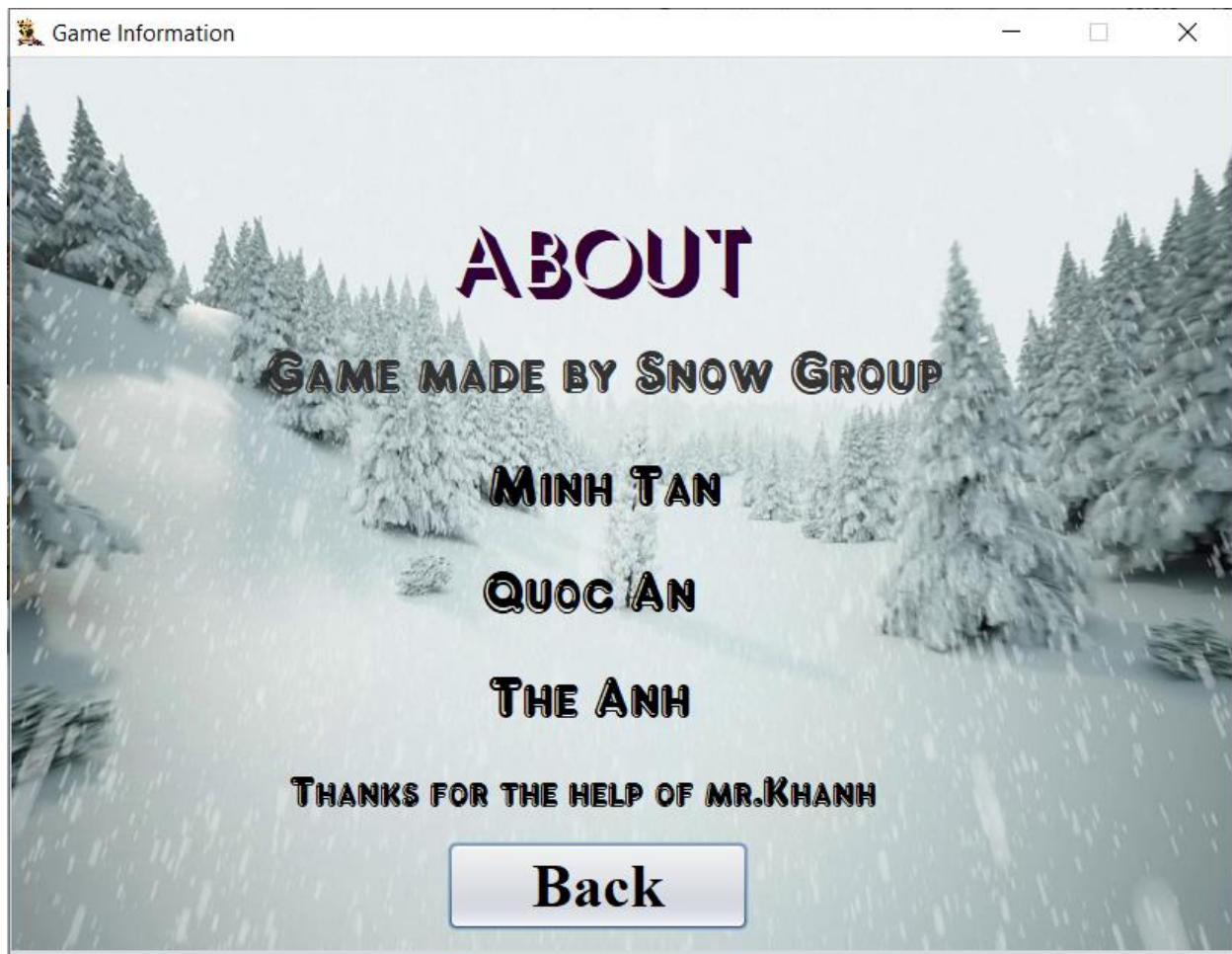


*Figure 2. Interface Menu Game*

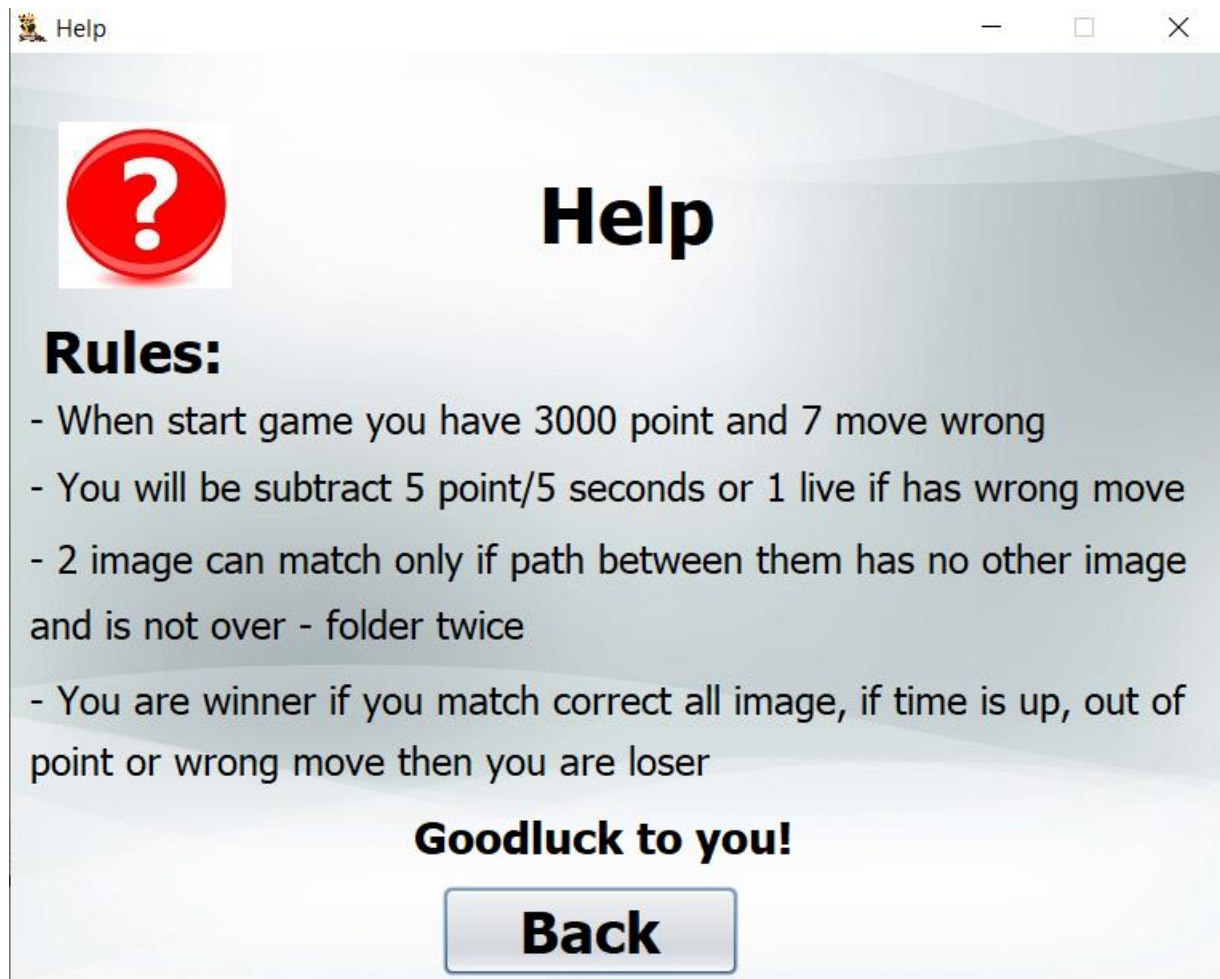


Figure 3. Interface Start Game





*Figure 4. Interface About*



*Figure 5. Interface Help*

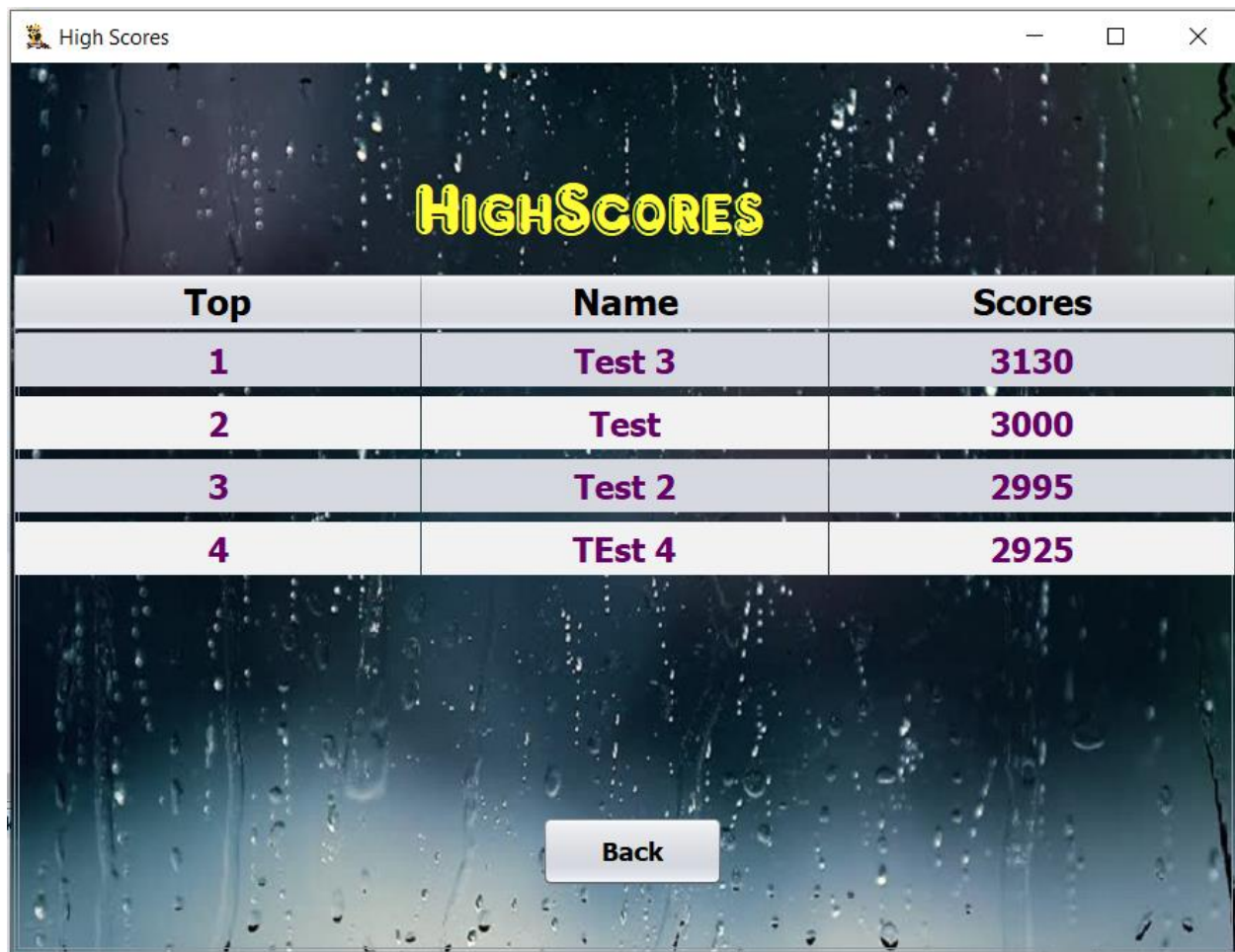


Figure 6. Interface HighScores

## V. Flowchart

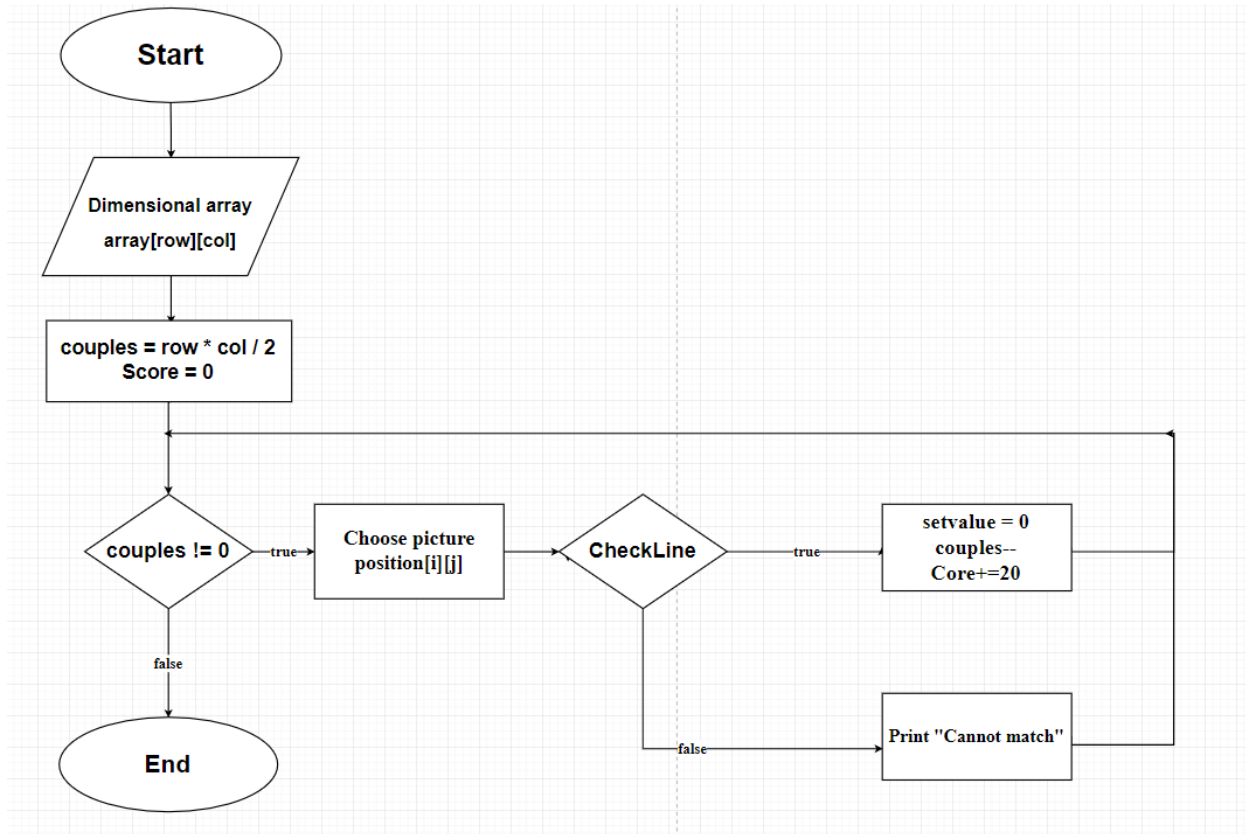


Figure 7. Flowchart

## VI. Maintenance

- My group back up game into Google Drive once a week

## VII. Check List

Work	Start Date	Estimates Time	Completion Times	Respond	Note
<b>Problem Definition</b>	17/05/2019	2 hours	2 hours	TanPNM, AnTQ, AnhTPT	Completed
<b>Design Document</b>	20/05/2019	2 days	23:00 21/05/2019	AnTQ	Completed
<b>User Requirement</b>	22/05/2019	2 hours	2 hours	TanPNM	Completed
<b>Game Interface Design</b>	28/05/2019	2 days	5 days 02/06/2019	TanPNM, AnTQ	Delay 3 days
<b>Download Image</b>	28/05/2019	5 hours	2 days 30/05/2019	TanPNM, AnTQ, AnhTPT	Delay 1 day
<b>Flowchart Algorithm</b>	31/05/2019	4 days	4 days 04/06/2019	TanPNM, AnTQ	Completed
<b>Code game</b>	30/05/2019	3 days		TanPNM, AnTQ, AnhTPT	Not Completed

Work	Start Date	Estimates Time	Completion Times	Respond	Note
<b>Test Code 1</b>	03/06/2019	4 hours		TanPNM, AnTQ, AnhTPT	Delay 2 days
<b>Test and Fix Code 1</b>	03/06/2019	1 day		TanPNM, AnTQ, AnhTPT	Delay 2 days
<b>Test Code 2</b>	05/06/2019	4 hours		TanPNM, AnTQ, AnhTPT	Delay 2 days
<b>Test and Fix Code 2</b>	05/06/2019	1 day		TanPNM, AnTQ, AnhTPT	Delay 2 days
<b>Final Test and Fix Code</b>	06/06/2019	1 day		TanPNM, AnTQ, AnhTPT	Delay 2 days
<b>Complete Game and Build File .exe</b>	07/06/2019	1day		TanPNM	Delay 3 days