

Java projects

Pong

Technologies

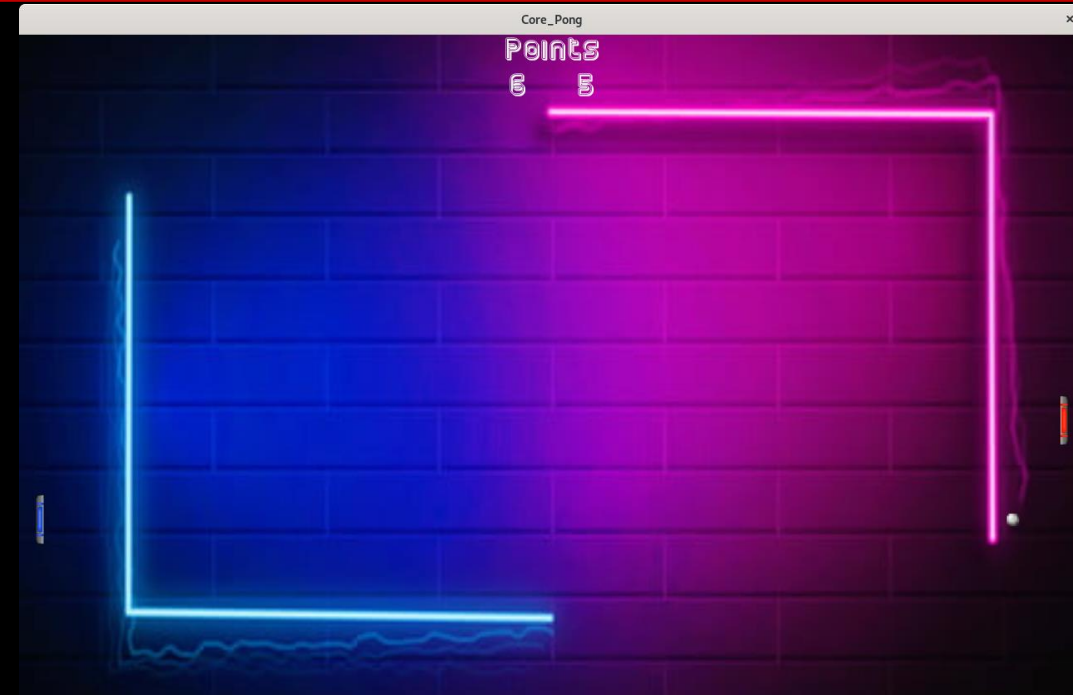


Specifications

- Remake the game «pong »
- Add custom game mode like a mode with obstacles.
- Make menu to navigate between all game modes.

Skills

- Learn to code with processing without use objects.
- Complete all specifications in a limited time.
- Learn java programming.



Final project : playing normal game mode.

Lowatem

Technologies

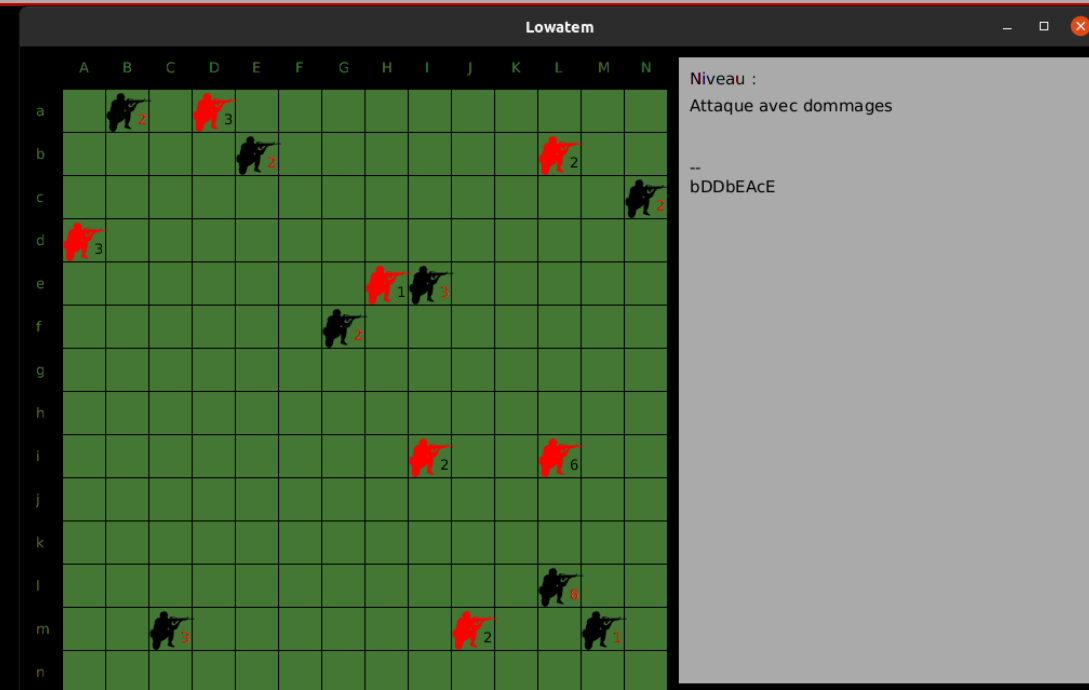


Specifications

- Develop with java on an existing project.
- Implement rules step by step for a board game.
- Make unit test for each new rule

Skills

- Learn java programming with object concept
- Write coherent tests
- Use git
- Code's comprehension



The game with many rules develop

AI Lowatem

Technologies

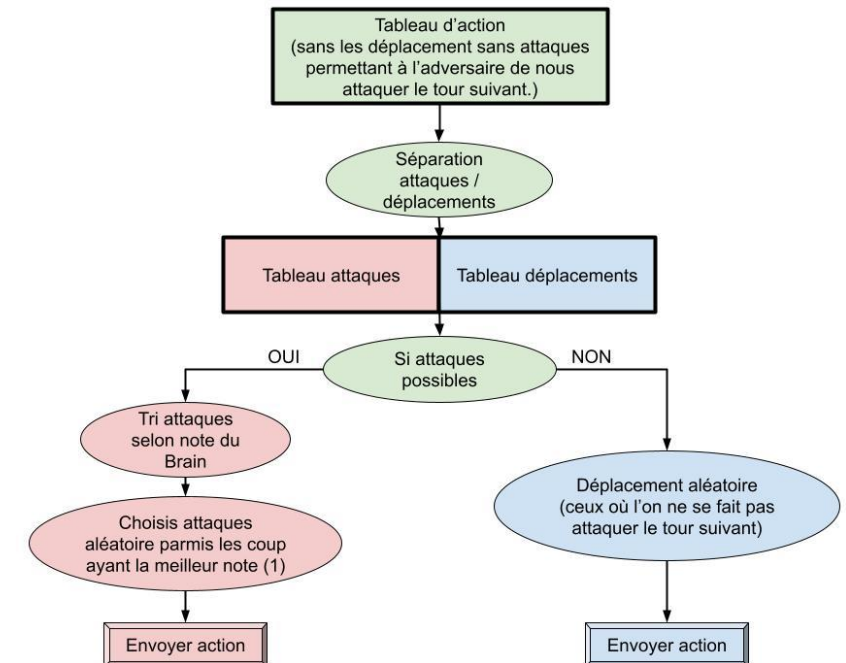


Specifications

- Program two AI which can play against other IA for the Lowatem game. (an other project)
- The AI have to play in a limited time (2 sec)
- The two AI can't use the same strategy

Skills

- Team work
- Java developement
- Code refractoring
- Learn to use git with multiple users



Decisional tree of the Ai

Processing game

Technologies



Skills

- Develop a game to teach processing's simple concept
- The « players » have to debug the code
- The code may be easy to understand

- Procesing developpement
- Team management
- Git usage with 4 people

The game without bug running



Inversed Kinematics Challenge

Technologies



Skills

- Learn and understand the inversed kinematics
- Make a simulation of inversed kinematics

- Processing development
- Maths (vectors and inversed kinematics formula)
- Self-learning

InversedKinematics



The simulation running with a body who follow the red dot and the other following the mouse

Perlin noise Challenge

Technologies



Specifications

- Learn and understand the Perlin noise function
- Apply this formula in 2 dimensions for procedural terrain generation
- Simulate a procedural terrain generation

Skills

- Processing development
- Maths (Perlin noise usage and matrices)
- Self-learning

The simulation of the procedural terrain generation

