



BINUS UNIVERSITY
BINUS INTERNATIONAL

Assignment Cover Letter
(Individual Work)

Student Information:

Surname: Wardana **Given Name:** Sandrian **Student ID Number:** 2502016411

Course Code : COMP6699001 **Course Name :** Object Oriented Programming

Class : L2CC **Lecturer :** Jude Joseph Lamug Martinez

Type of Assignments: Final Project

Submission Pattern

Due Date : 20 June 2022 **Submission Date :**

The assignment should meet the below requirements.

1. Assignment (hard copy) is required to be submitted on clean paper, and (soft copy) as per lecturer's instructions.
2. Soft copy assignment also requires the signed (hardcopy) submission of this form, which automatically validates the softcopy submission.
3. The above information is complete and legible.
4. Compiled pages are firmly stapled.
5. Assignment has been copied (soft copy and hard copy) for each student ahead of the submission.

Plagiarism/Cheating

BiNus International seriously regards all forms of plagiarism, cheating, and collusion as academic offenses which may result in severe penalties, including loss/drop of marks, course/class discontinuity, and other possible penalties executed by the university. Please refer to the related course syllabus for further information.

Declaration of Originality

By signing this assignment, I understand, accept, and consent to BiNus International terms and policy on plagiarism. Herewith I declare that the work contained in this assignment is my own work and has not been submitted for the use of assessment in another course or class, except where this has been notified and accepted in advance.

Signature of Student:

Sandrian Wardana

A handwritten signature in black ink on a light yellow background. The signature is stylized, starting with a long horizontal stroke, followed by several loops and a final upward stroke.

The Endurance Game

Sandrian Wardana - 2502016411

1. Program Description

As a brief explanation of this program, it focuses on needing to maintain a full green bar as much as possible. The catch is that these bars are constantly draining and your job is to spam one button to be able to fill up these bars though you can only interact with one bar at a time. If one bar becomes empty, then you lose. The point of the game is to see how long you can last while trying to maintain several things at once and your time will be recorded. It's simple but difficult nonetheless.