

**American International University- Bangladesh**

**CSC 1205: Object Oriented Programming 1 (JAVA)**

**CO4 Evaluation**

**Project Concluding Report**

**Spring 19-20**

**Project Title: Text Based Game**

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**Introduction:**

*Why you are doing this project? (No more than 60 words)*

I chose this project basing on my own interests, namely playing games and writing stories. The main objective of making the project was to apply the knowledge I have gained on object oriented programming in java and some aspects of interface and GUI and I believe I would be apply said knowledge better through a vessel of my own interests.

Lastly, I did this project to work on a small and simple game that aims to alleviate short-term boredom.

**Problem Analysis:**

*What kind of problem is being solved with this project? Who will use this application?*

*(No more than 60 words)*

The project resulted in a very simple game that people can play when they are waiting for something, et cetera. The game, with it’s design and story line keeps the user engaged during leisure time.

People who have trouble and/or do not want to keep their mind even for short periods of time are the target users of this project.

**UI Design Analysis:**

*How will the users interact with this application? How can it be improved?*

*(No more than 60 words)*

The style is kept minimal with no graphic designing involved. The background is dark and there is no color involved either. The reason behind this is to invoke the user’s imagination. The only aid the user’s imagination will have from the UI is the text provided in the window.

An issue that could be improved is the removal of stray buttons during some of the scenarios. It was beyond the scope of this project to do so and hence all scenarios had three buttons whether or not all three were needed.

**Logical Analysis:**

*How much logic has been applied in this application? Are the applied logics working properly? Is there any logical limitations?*

*(No more than 100 words)*

Switch case has been applied to handle the many scenarios that will result at the press of a button.

switch(position)

{

case "pos1":

switch(button)

{

case "c1": button1();break;

case "c2": button2();break;

case "c3": button3();break;

}break;

case "pos2":

switch(button)

{

case "c1": button1();break;

case "c2": button2();break;

case "c3": button3();break;

}break;

}

**OOP Concept Analysis:**

*What are the OOP1 principles used in this project? How have been they applied? Explain the OOP concepts used in this application (No more than 3 sentences per concept)?*

*(No more than 160 words)*

The OOP concepts that have been used include classes and objects. Swing components such as JFrame, JLabel, JButton, JTextArea are used which exist as classes. For each objects have been created to access the classes’ functionality.

Also two classes namely, TitleScreenHandler and ChoiceHandler implement the interface called ActionListener.

**Impact of this Project:**

*What impact this project will have on the society and economy? How will people be benefitted from your project?*

(Maximum 80 words)

Since my project is a game it will add to the entertainment sector of society. As mentioned above it can help people pass their leisure time, help kill time during any waiting period.

**Limitations and Possible Future Improvements:**

(Maximum 80 words)

The limitation of this project is that it is heavily choice based. There is no other aspect to the game than the choice buttons.

A possible future improvement could be the addition of inventory. Another one could be adding an ‘energy bar’ so that a person is not allowed infinite steps in order to win which may make the game more interesting.

***[Note: Make sure that your report is maximum 3 pages (including cover page).]***