

MATLAB PROJECT IDEA

Thursday, 30 April 2020

3:40 PM

- Welcome
- Rules of the game
- Rounds
- Players' Username
- Scoreboard to 0,0
- Rounds to be played — Phase 2
- Try to get which rounds won by whom] Phase 3
- Determine the winner

Phase 1

- Welcome - fprintf the welcome & rules of the game
- Rules - if not in the range of 0 to 9 (Buzzer)
- Rounds - Uppercase, numbers. must be 8 char. (Buzzer)
- Scoreboard - start with zero, zero [0,0]
- Create Something to get back 1, if player one wins or 0 if player 2 wins.

Phase 2 Try to change board (img), when round changes.

Create Something to display

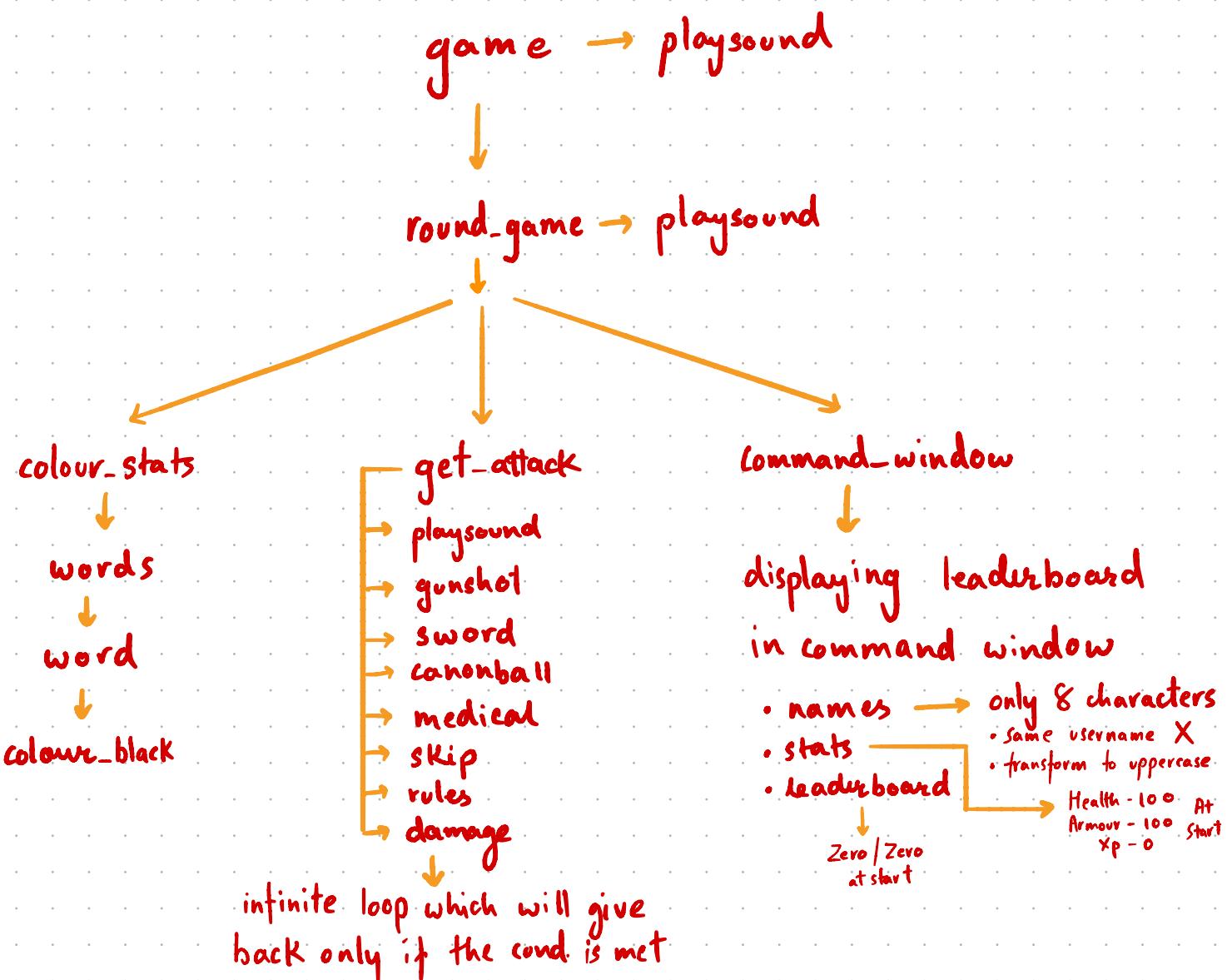
Phase 3 that next round is start

- Display who won which round
- Display the final winner.

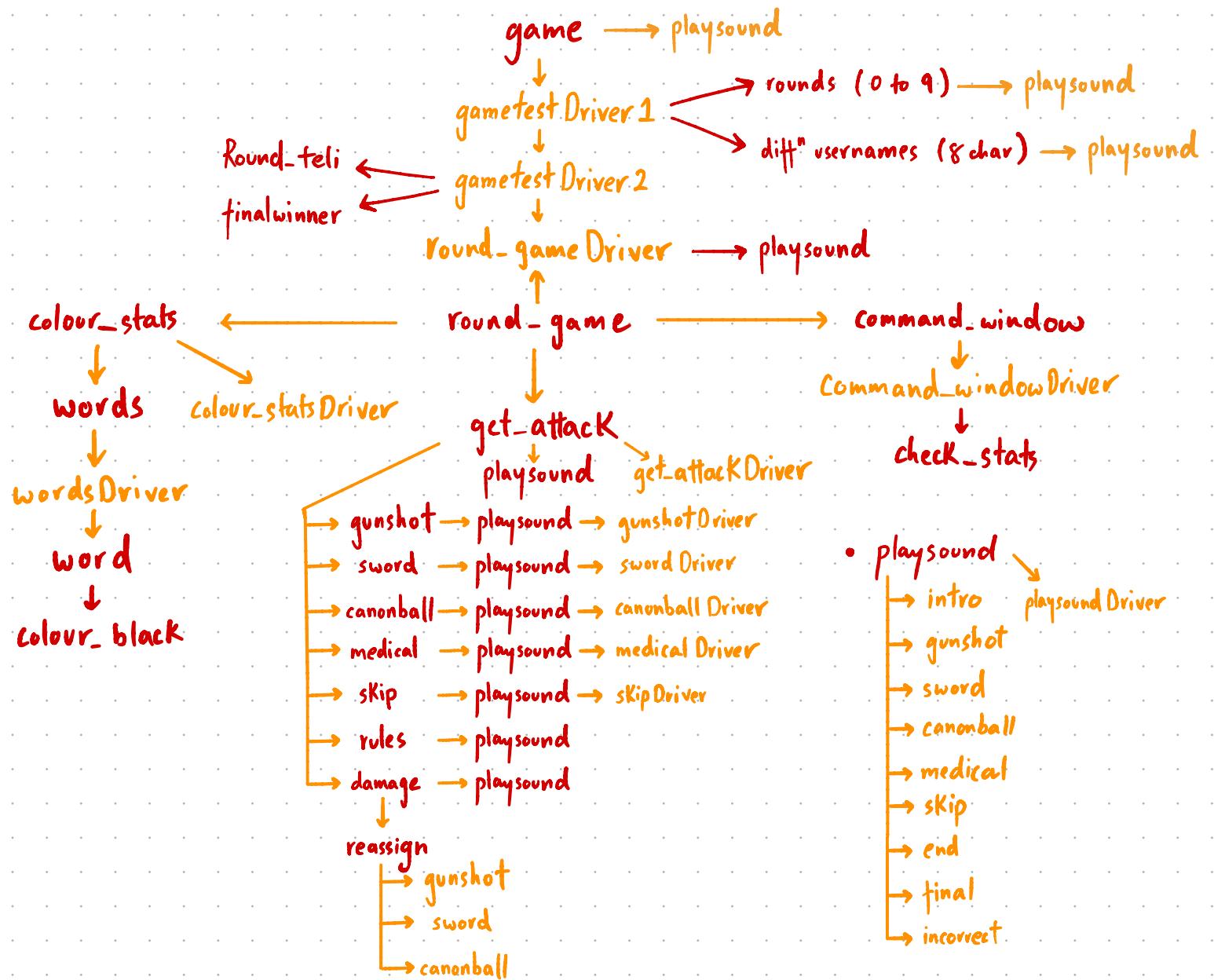
This project is been done just for fun ,and to get the jest of what problem solving and programming is !! Just wanted to do something different and good .

Was about to add 3-D colours learnt by myself, but complexity of the program was increasing, so, in future !!

Draft of the game designed



Field Plan / Outline



Files used in the Project

- This project consists of 38 files
- It's a deep mixture of 1 main file, 17 function files, 11 driver files, and 9 audio files.
- It consists of a variety of loops and also interlooping .

A. Conceptual coverage (20 points)

- I/O - majority the game is itself based on the input received by the user, and output is generated on the basis of it.
- Loops - A variety of while and for loops has been used and also where required switch cases are used
- Vectors/2D Array - these were my pillar for my project. stats in each round, and image displays are all on 2D-Arrays
- Conditional Execution - For each type of attack, a different condition was played if armour was to be equal to zero.

B. Value-add (25 points- Excellent)

- sound effects added in the interface
- displaying the result out in image format
- displaying the 8-char usernames in image format
- 3 status bars with 5 attacks
- Use of 4-dimensional loop (for loops)
- each round is recorded, and displays winners at the last

C. Incremental Development (20 Pts)

- Usage of functions in the project is most, therefore drivers are used to check the individual functionality.
- Wherever necessary , intermediate matlab files are been saved. If you want, I can show that to you right now.

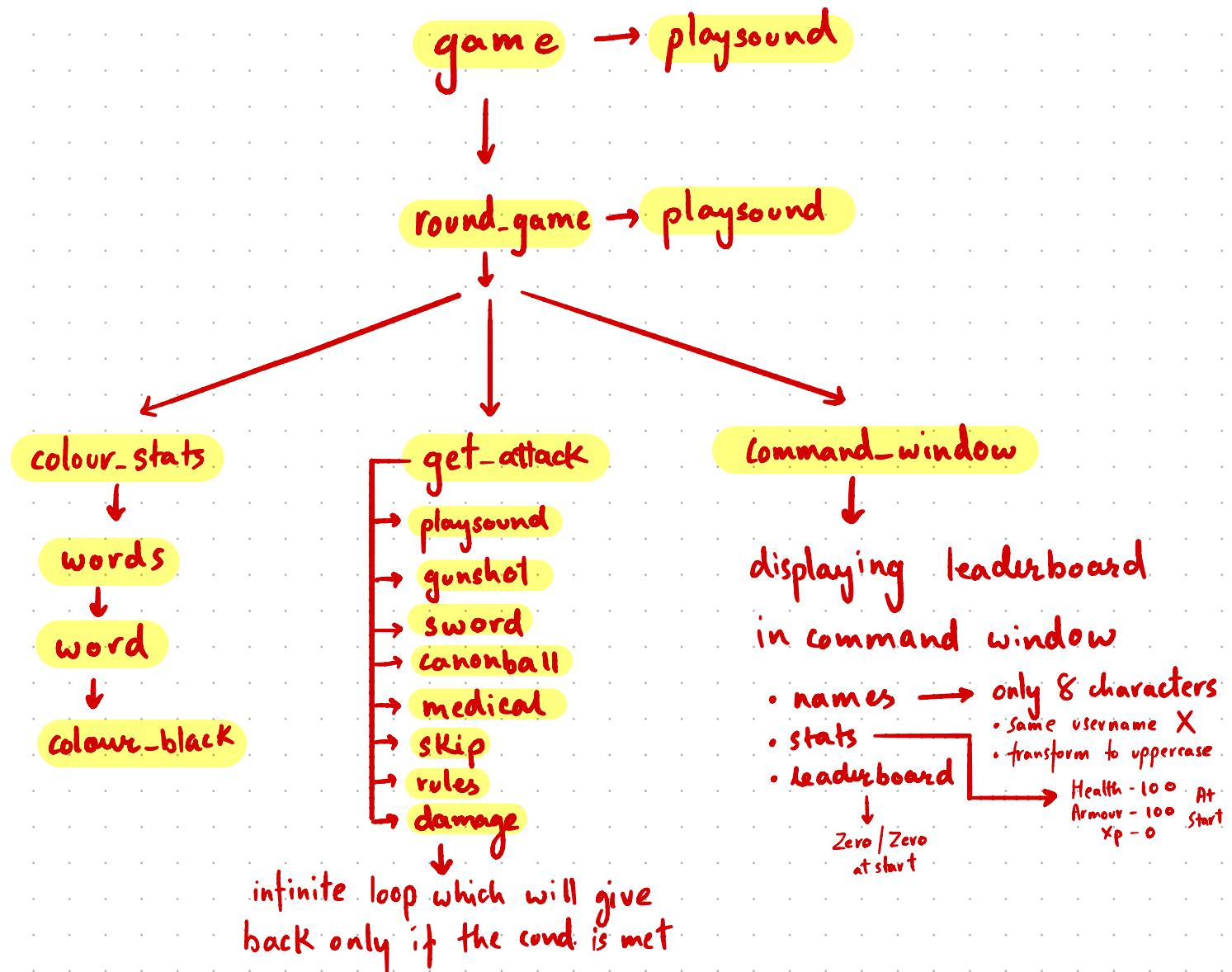
D. Testing (15 Points)

- Each function has it's own driver files for testing
- In the driver files, all the possible cases with expected & observed output have been clearly stated .
- Wherever necessary, command window has been used for output , otherwise, output has been shown in the form of an image.

E. Comments and style (15 Points)

- A detailed comment has been put everywhere where it was necessary to explain what was happening
- Driver files, cases, function files have been clearly commented.
- The style of the files has been carefully reviewed, to make it as precise as possible.

Draft of the game designed



Features of the game

- sound effects added to the game
- infinite loops used in function
- displaying the stats in command window and in image format
- Displaying usernames entered by users in img format
- round based system with percentage win at the end
- an infinite loop if you enter wrong input using functions
- You can change the size of the stats displayed by yourself
- 3 status bars with five attacks to perform

Write this in a cooler way

