Hi, we’re going to present you our Java/OOP/UML project. This project is the climax of few months of work around the Java subject and an ILW in English in order to present this project in English.

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Table of contents:

So, in order to present you our project we’re going to show you a quick overview of the game, then we’re gonna discuss about a few technical explanations (diagrams and code). After that we’re gonna present you the goal, the rules and the functioning of the game. Finally, we’ll gonna do a demo of the game.

Overview:

So, basically, Lorann is a game created in 1985 by a French game development studio. It’s a PacMan like, so in this game we take the control of a single character that have to move in a closed level, find items and defeat monsters in order to advance to ne next level.

Technical explanations:

We know that this presentation doesn’t have to be technical, but we thought that it will be better for your understanding to present you a quick insight of what was our method of work.

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Functional explanations:

So, the one and only goal of this game is to go out of a level by using the door. But you’ll have to unlock the door first. In order to do that you’ll have to find and grab the Energy bubble (the blue one). After grabbing it, the door will be unlocked, and you will be able to go out of the level.

Since there’s more than just Lorann and an Energy bubble in a level, there’s also a few rules to follow. So, there’s no time limit to finish a level because it would have been too hard for beginners to play our game. Also, Lorann can move in any direction possible but can’t go through walls. It’s the same of the monsters. Speaking of the monsters, Lorann can kill them by using his spell, but must grab it back or kill a monster to re-use it. Unfortunately, Lorann can be killed by stepping on the locked door and by being attacked by monsters.

Now you know you can move Lorann, but you don’t know how to yet. It’s pretty simple since there’s 5 keycaps to know. Depending of what type of keyboard, you have, you can use the French game keys that are ZQSD (z= move up, q=move left, s=move down, d=move right) You can also use the American game keys that are WASD (same functioning) Or if you’re old school you could use the Arrow keys. Also, in order to kill a monster, you’ll have to use the SPACE key, that will shoot the Lorann’s spell.

Finally, there’s a sixth key to know but this one is not that important. It’s the R key and by pressing it you’ll restart the level. But since will cost a few points.

Points:

So, we said the goal is to go through the unlocked door, but this is the main goal. A smaller goal is to grab the most points and then go through the door. You can earn points by many ways like collecting the purses, that give 50 points each, killing a monster, that also give 50 points or passing through the door, it will give 100 points.

But you can also retry a level and give 150 points away.