

COLOR GAME

By:- Harmanjot and Joshua Sjah

Group Members:-

Harmanjot Singh

Joshua Sjah

Goals Respectively accomplished:-

Harmanjot Singh:- Design of the Game (main frame and gamePanel, music and read class) GUI core. Animation of word panel using timer class making buttons work and determining wrong and correct answer. ADULT level designer and developer.

Joshua Sjah:- Score Tracker, KID level designer and developer, User interaction with files by keeping track of high score. Added additional codes in main gameframe and gamePanel class, class designed are Score, Scores.

DESCRIPTION

game() class:

Initialize creates the start panel for the beginning of the game. When the user presses the start button.

The highscores eventlistener calls the method trackScore method from the Scores class that displays the highscores.

The eventlistener for the play button calls the GameFrame class that opens the actual game. Depending on the value of the combobox, the “difficulty” of the game will change.

Depending on the difficulty selected, the methods will act differently.

gamepanel() class:

For example, the color buttons (red, blue, green, yellow, white) will be their original colors when kids is chosen from the combobox, but if adult is chosen then the colors will be mixed up.

The start button eventlistener will start the game. The text will scroll across the screen and the game will play as expected.

The stop button eventlistener will pause the game and disable the colored buttons so the player can't cheat.

The read me button will call the method read() which pulls up another JPanel that will display the instructions of the game .

The highscore button does the same as it does in the game class.

The changecolor method will either change the colors randomly if the difficulty is adult, or just assign the fruit names to their actual colors.

The changeword function will either randomly choose a fruit name to be displayed on screen, or if on adult, it will choose a random color name.

Correct will increment the correct variable and display the amount correct on the screen.

The wrong function does the opposite of the correct function.

scores() class:

Keeping track of the scores in the txt file and inputting them when the score is greater than the last one.

CONCLUDED DATA ANALYSIS AND GAME EXPLANATION

- Two levels (kids and adult) kids is designed and developed by Joshua and adult by Harman.
- User inputs data and selects level
- Level and name is passed to gamePanel
- Accordingly it is used.
- In kids level we have fruits name and it is not confusing. User has to click on the colour of the fruit.
- In adult we have fonts of color showing up and the buttons are also confusing as it is in different color. User has to click on the button which is spelled as the name of the color the font appears in the panel irrespective of what color the button is.
- Onces user get 3 wrong then game is over and high score is included in the high score text file which better than last once.

SCREENSHOTS OF THE GAME





GROUP MEETING LOGS

November 17th 2016, 5pm to 7pm at Suju's coffee:-

Discussed the overall plan and by brainstorming we came up with this creative idea of Color Game. Assigned task

Harmanjot Singh:- Design and layout of the game.

Joshua:- Tracking Scores and high scores

November 26th 2016, 5pm to 7pm at Suju's coffee:-

Fixed bugs together and also caught up to our task

Done:-

Harmanjot Singh:- Design and animation, made the demo of the game working

Joshua:- File inputs and score tracks

To Do/Discussed to work on next:-

Harmanjot Singh:- Level Adult, Correct and wrong answer determination

Joshua:- Level Kid, Track of scores and debugging the problems

December 4th 2016, 5pm to 7pm at Suju's coffee:-

Fixed the bugs and finished the product.

Done:-

Harmanjot Singh:- Design and layout with final touch to the products.

Joshua:- Score trackpad

To Do

Documentation.

A Very Cool Assignment

We (Harmanjot Singh and Joshua) Thankyou professor to give us wonderful opportunity to think very creatively and accomplish the project.

Thank-you

Harmanjot Singh

Joshua Sjah