Project report

JAVA/POO/UML

Cesi Exia

A1-2018

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# Context/Goals

The main goal of our project is to recreate the Lorann video game in Java language with five different levels. The levels are stored in a database.

|  |  |
| --- | --- |
|  | Lorann, the main character |
|  | The multicolored spell |
|  | Energy sphere |
|  | The exit door of the level |
|  | The impassable elements of scenery |
|  | The four demons |
|  | Treasures to earn points |

Figure 1- Different sprites used

The figure above shows the different sprites that are given to us and that must be used for our program. To kill demons, Lorann can launch a spell. He can only use his spell once, if he wants to resume his spell, he must touch it.

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Days  Name | Friday  05/25/18 | Saturday  05/26/18 | Sunday  05/27/18 | Monday  05/28/18 | Tuesday  05/29/18 | Wednesday  05/30/18 | Thursday  05/31/18 | Friday  06/01/18 | Saturday  06/02/18 | Sunday  06/03/18 | Monday  06/04/18 | Tuesday  06/05/18 |
| AZZOUZI Zacharia |  |  |  |  |  |  |  |  |  |  |  |  |
| BOULESTEIX  Tristan |  |  |  |  |  |  |  |  |  |  |  |  |
| MAITRE  Maxime |  |  |  |  |  |  |  |  |  |  |  |  |
| KARDOUS  Jean-Pierre |  |  |  |  |  |  |  |  |  |  |  |  |

# Projected schedule / Real schedule

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Days  Name | Friday  05/25/18 | Saturday  05/26/18 | Sunday  05/27/18 | Monday  05/28/18 | Tuesday  05/29/18 | Wednesday  05/30/18 | Thursday  05/31/18 | Friday  06/01/18 | Saturday  06/02/18 | Sunday  06/03/18 | Monday  06/04/18 | Tuesday  06/05/18 |
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| MAITRE  Maxime |  |  |  |  |  |  |  |  |  |  |  |  |
| KARDOUS  Jean-Pierre |  |  |  |  |  |  |  |  |  |  |  |  |

# Implementation of the UML

## Diagrams

### Diagram of packages

To create the diagram of packages, we used the class diagram. In fact, we took the name of the different packages and we linked them together with dependency links.

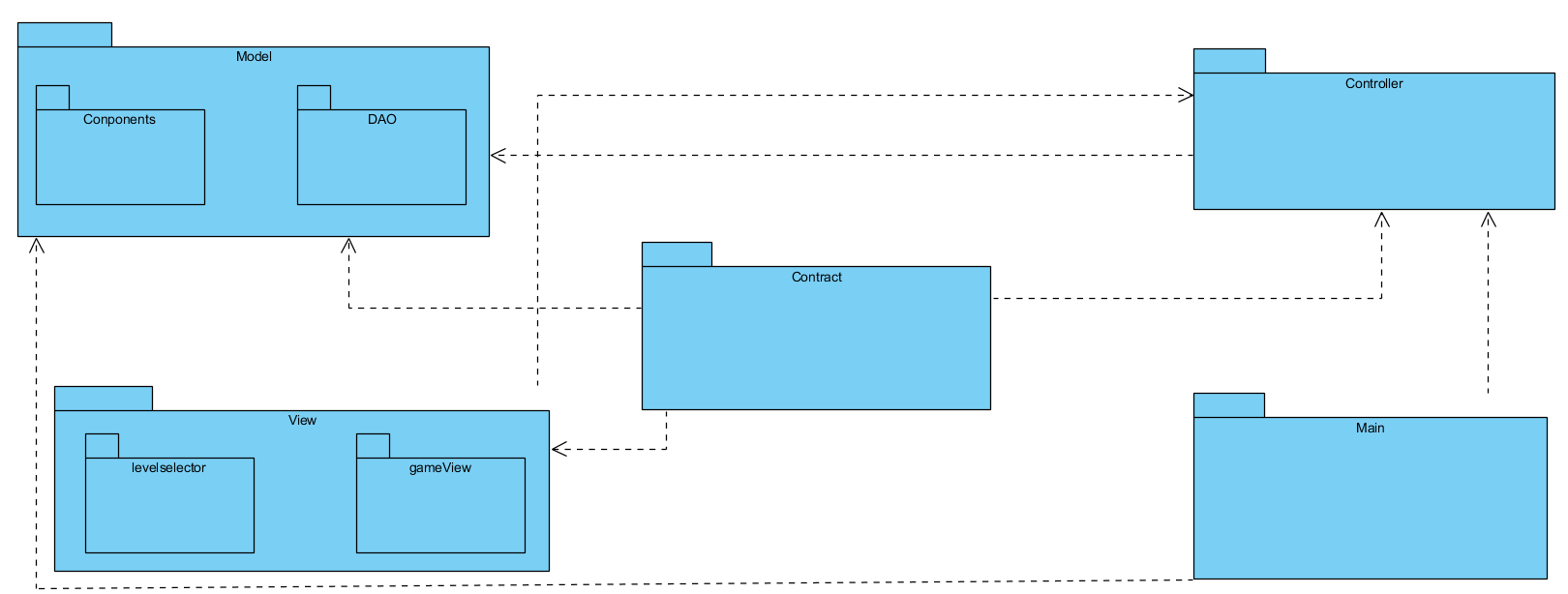


Figure 2- Diagram of Packages

## Codes

### Model

In the package Model, there are every component which will be used in the game.

Furthermore, there are also classes which can read external data like the database or sprites of the components

### View

In the package View, there is the code of the frame and class to update the display. It has also a list about the selection of different level.

### Controller

In the package Controller, there are all the element that make the link between the model and the view. It contains also alternate thread which run the game, and which move the components.

### Contract

In Contract, there are all interfaces which make link between all other packages.

# Organization of the database

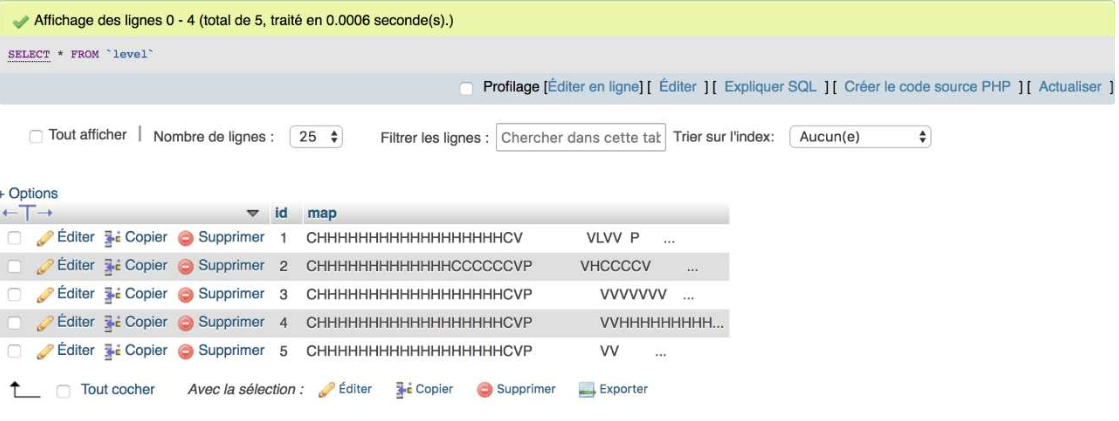
The database is used to store the different levels which are related with maps.

Figure 3- Database Table

Furthermore, we used stored procedure to find a map by it ID. We select the map we want to display. This map is stored in the table “level”.

## Entity relationship diagram

We have stored procedure which make link with all level which have an ID. So, we must create an entity relationship diagram which have two characteristics, an ID which have a unique number and the map which use a string.



Figure 4- Entity relationship diagram of project

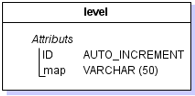


Figure 5- Logical model of data

## SQL

To have the possibility to find map by ID we have created a stored procedure which select the map from level with parameters the ID of the map.

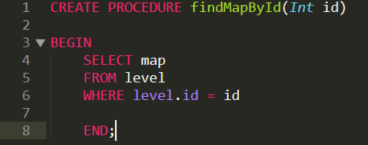


Figure 6- The SQL of the project

# Conclusion

## Conclusion of project

## Problems encountered

## Group report

## Personal report