# *COLOR SWITCH*

*BY-RASAGYA SHOKEEN(2019088)*
*and VASU JAIN(2019125)*

GROUP 83

# IMPLEMENTATION and WORKING

The game starts off by displaying the Main page i.e. the cover page of the application. Clicking the play button would take the user to the Enternamepage where he is required to enter his name (each player can play and save multiple games). Clicking on the enter button would take the user to the play menu page where he can either load a game(if it exists i.e. has saved games) or start a new game. Starting a new game would instantiate a new gameplay type of object with new score and all the fresh attributes, also each class involved in the various screens of a game will all know about the current player name which is also used to maintain the high score(also serialized in order to not lose the high score data as in the real game ). To store saved game we are also using serialized interface. And we can store at most 3 games under a particular username.all exceptions are also handled properly and you the GUI never crashes in general scenarios.

To play the game you just need to press the "a" key to jump .when you are hit with an obstacle and you wish to continue with stars to resurrect the ball then you will be deducted 3 stars from you current score. Also you would be given the option to continue with stars only when you have a current score of >=3.

# INDIVIDUAL EFFORT OF TEAMMATES

VASU JAIN:

1) Logic, integration of all components

2) OOPS implementation

3)UML diagram class relationships

4)UML use-case diagram relationship

5)Graphic Designing

6)Animations

RASAGYA SHOKEEN:

1)GUI(Static) Components

2)Design of Gameplay Screen

3)UML Diagram classes

4)UML Use-Case DIagram classes

5)Presentation

# **BONUS COMPONENTS**

In order to give more attention to detail we have implemented save option when hit as well in order to save the game when we the game is in the hit state when we have score >=3 as then also we can save the state in that state and load that game by further deducting the 3 stars to resurrect the ball and continue playing.

We have also implemented sound on keypressed to give it more interactive touch.

If you by mistake forgot to save a game in which you just got hit but have score>=3 and close the application then also you may start the last game as its data is stored in the continue.txt file by default which is being used to store the last game data to overcome the problem if the game crashes for some reason.

Also we have implemented high score list which is not deleted even when you exit the game as it is also read from the secondary memory which means it is also serialized. There is a high score for every player who plays the game also each player can keep upto 3 saved games under one username which he/she can continue to play just by entering the name and simply loading it from the load menu.