CS 319 - Object-Oriented Software Engineering

Final Report

Instructor: Eray Tüzün

Project Name: The Wall

<u>Group 3E</u>

Erdem Ege Maraşlı - 21602156

Ayça Begüm Taşcıoğlu - 21600907

Alperen Koca - 21502810

Hammad Malik – 21600468

Ensar Kaya - 21502089

1. Changes in the implementation

We planned to implement 4 different subsystems in this project. User Interface, Game Management, Game Entities, and Database. We did not change this subsystem decomposition. There are minor changes in the attributes of classes, return types of methods and parameters of methods. Also, we decided that some methods are misplaced or irrelevant. We tried to correct these issues. We decided to use JDBS while implementing our database.

2.Current status of the project

2.1 Completed Parts and Bugs

User Interface subsystem is almost implemented even though linking of events are not done yet. We have not decided to additional game objects. We are planning to do that after our first iteration of the demo. We used simple listeners, so we do not have any problems with listeners. However; we need to complete the appropriate links between user interfaces. We successfully implemented the database using JDBS for login attribute but it needs to be tested. In our Game Management subsystem, we almost finished the Classical Mode.

2.2 Parts Needed to be Done

Now, we are trying to debug classical mode implementation. Challenge Mode, Campaign Mode is planned to be finished in three days. We will implement Developer Mode in the next iteration. We implemented almost all User Interfaces but we need to link them appropriately.

3. User Guide

3.1 Requirements and Installation

The game will be implemented and to be able to run on Java. Therefore, a computer with operating system and java system will be adequate. The computer should be able to compile and run the files with the extension of ".java". Java is independent of platform, namely Java is operable independently from the operating system. Therefore existence of the compiler and any operating system is adequate to run the game.While the implementation process, we will use 2D graphics libraries of Java. It does not require and additional software rather than Java environment to be runed.

3.2 Overview

- In the opening menu of the game, users can select the game type they desire by clicking the corresponding button.

- In order to use the online features "The Wall" offers, users are obligated to login to their private accounts. To login, users should click to the login button.

- The back button exists in the every frame of the game and clicking on it will result in going to the previous frame in most cases.

- "The settings" allows users to adjust the volume of game voice and music. Some images (units, teams))used in the game can also be replaced with the prefered images of users, from "the settings".