Bilkent University

Department of Compter Engineering

Object-Oriented Software Engineering Project

CS 319 Project: Conquest

Final Report

Ali Onur Geven, Furkan Usta, Furkan Taşkale,Halil Bülent Orhon

Instructor: Uğur Doğrusöz

TA: İstemi Bahçeci

1.1.System Requirements:

The Standard Java Runtime Environment (JRE) must be installed before installing the game. To download: http://java.sun.com/

Minimum system requirements:

- Windows 2000/XP
- Pentium2 233 MHz CPU or higher.
- 128 MB of RAM or higher.
- Screen resolution: 800*600.
- Integrated graphics card (e.g. laptops are compatible.).

Recommended system requirements:

- Intel Pentium III 800MHz or equivalent processor (Athlon/Duron/Celeron).
- 512 MB of RAM or higher.
- Screen resolution: 1024*768.
- For better performance, separate graphics card. (NVIDIA GeForce 3 or ATI Radeon 8500 video card)
- SUPPORTED CHIPSETS: NVIDIA - GeForce 6800, GeForce FX (5950, 5900, 5800, 5600, 5200), GeForce4 Ti, GeForce3 ATI - Radeon x800, 9800, 9700, 9600, 9500, 9200, 9000, 8500.

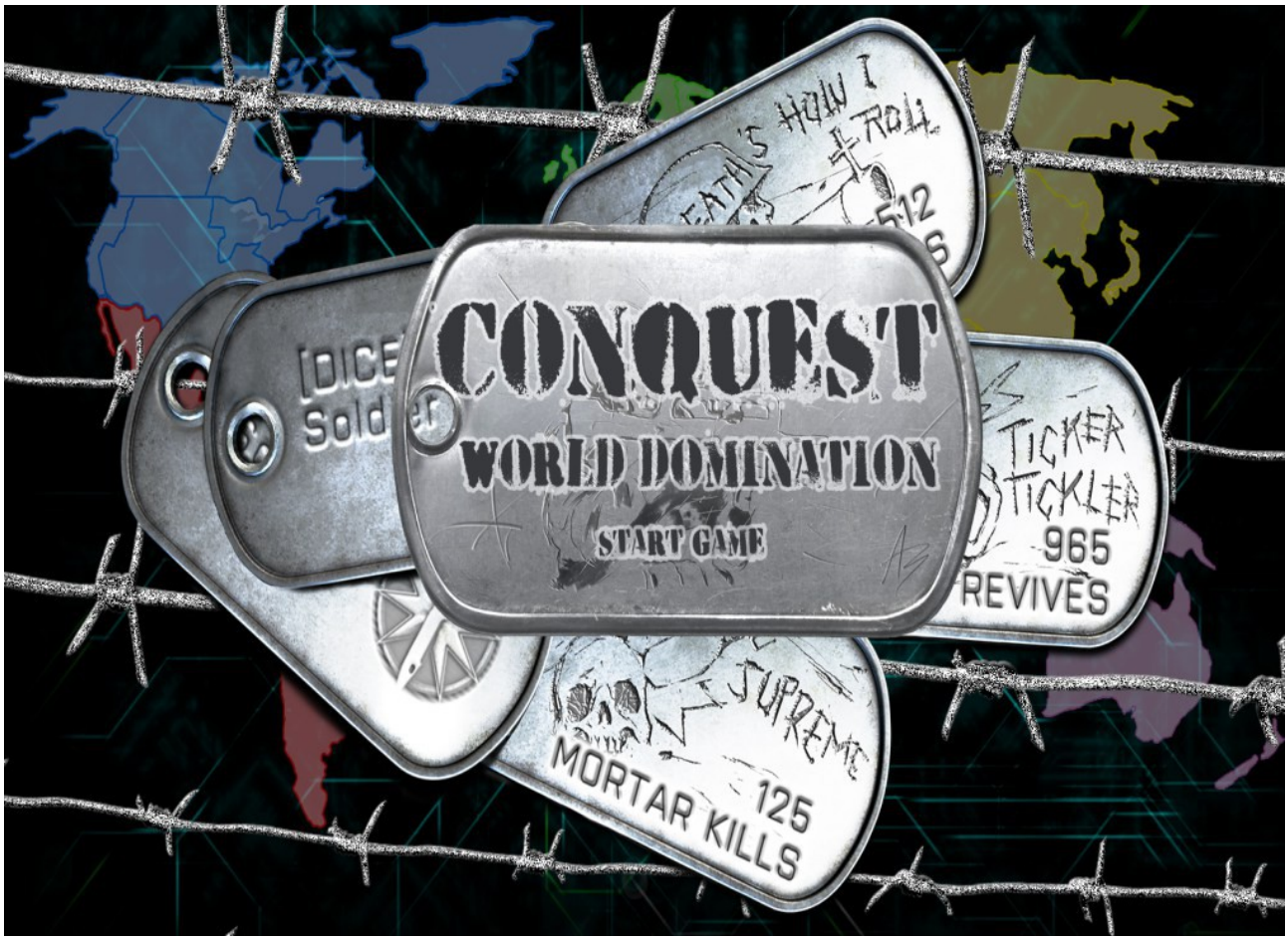
1.2 Installations:

Unzip the conquest.zip to a directory on your computer and to run the game you have 2 choices.

1-) Run the conquest.bat to execute the game(which it is recommended)

2-) If you have knowledge of java programming, by running our code in java and can play the game.

2.1 Game Screenshots and Menus

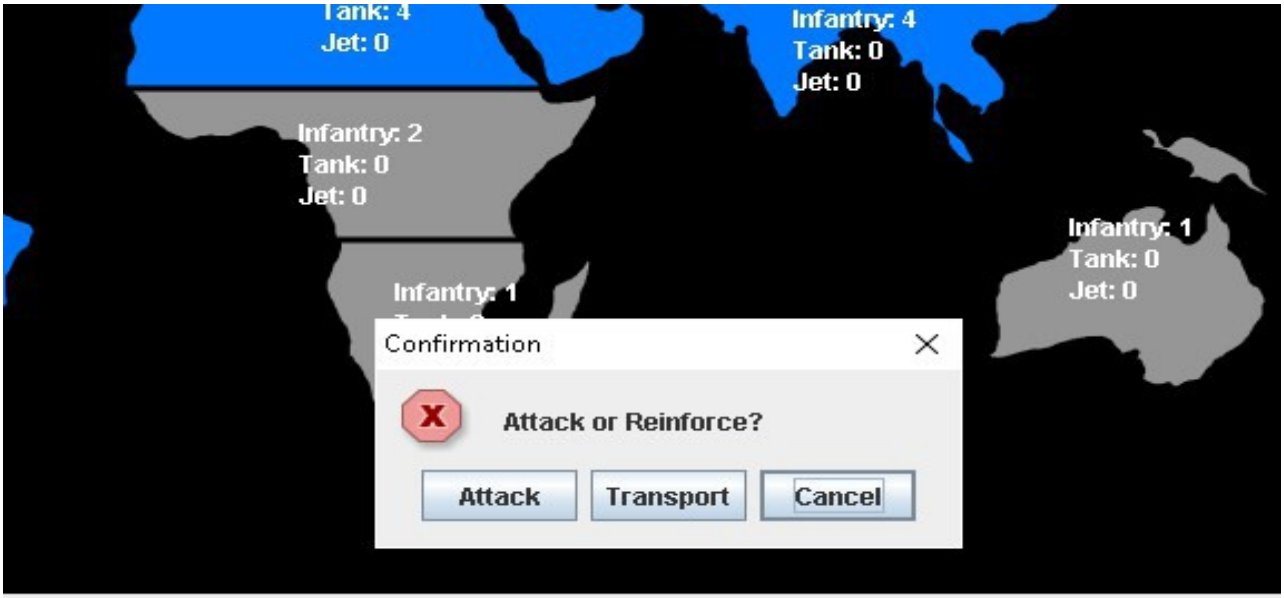


The openning scene of the game. Player can start the game by clicking start game button.

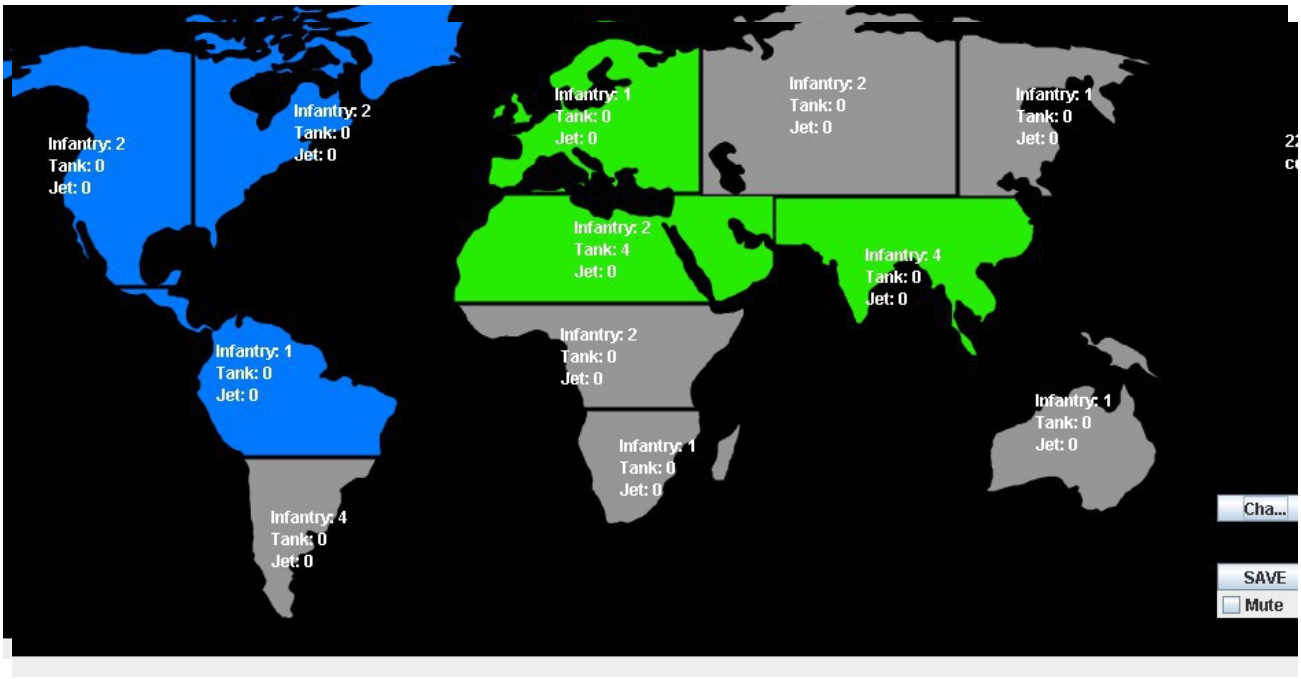
This is the main menu of the game. Player can select start game option by simply clicking the start game button or can continue on an existing game by simply clicking the load game button.

This is where players selects their configurations in order to be able to start the game. They can select number of players to play and their player colors. After all have been done, players can start the game by clicking start game button on right top corner.

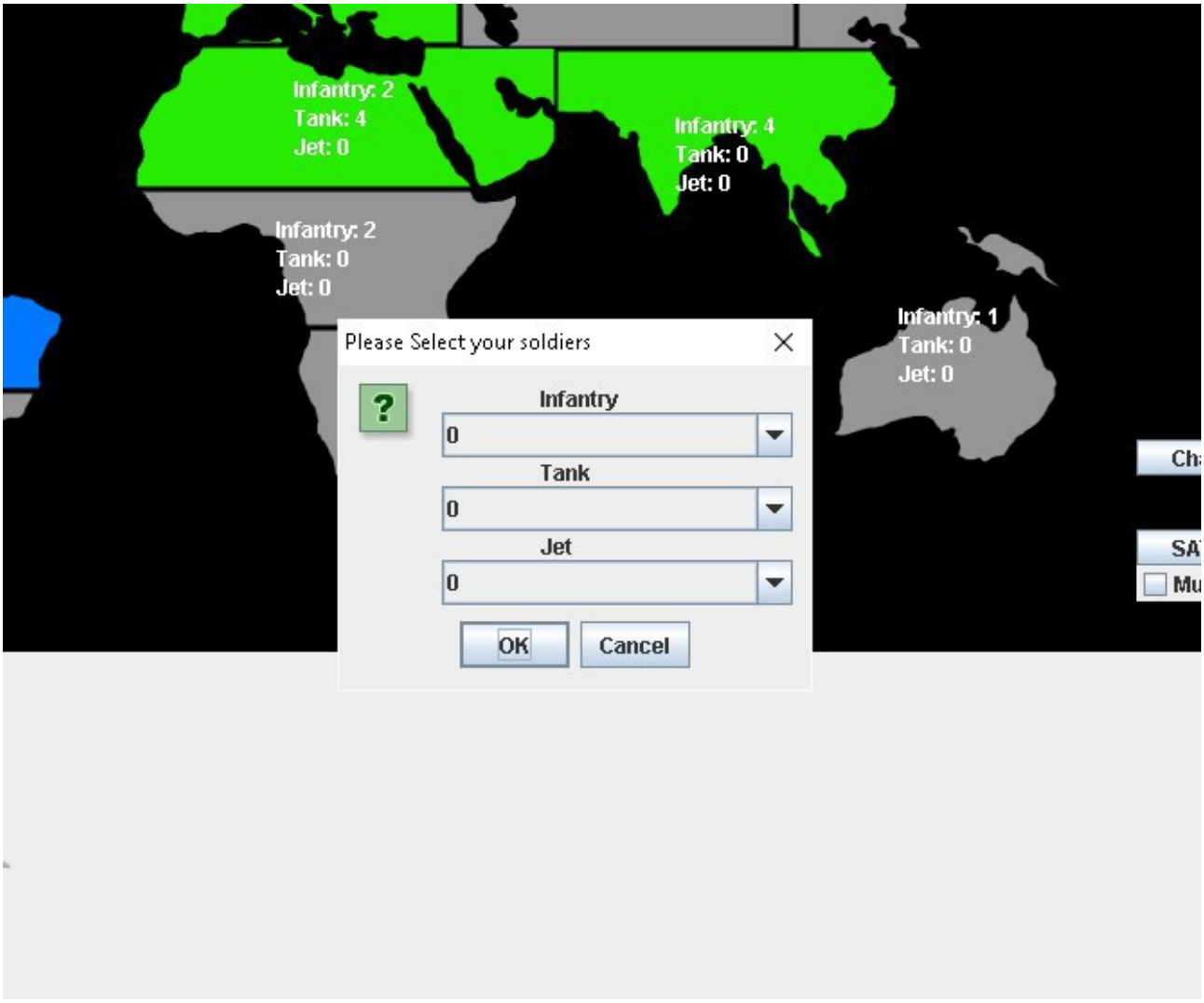
After starting the game each player 30 seconds to play their turns and in each turn a player can select attacking or reinforcing to an area.



When a player selects an option from the menu above, player must decide where to send or attack and the available regions will be displayed as green in the map.

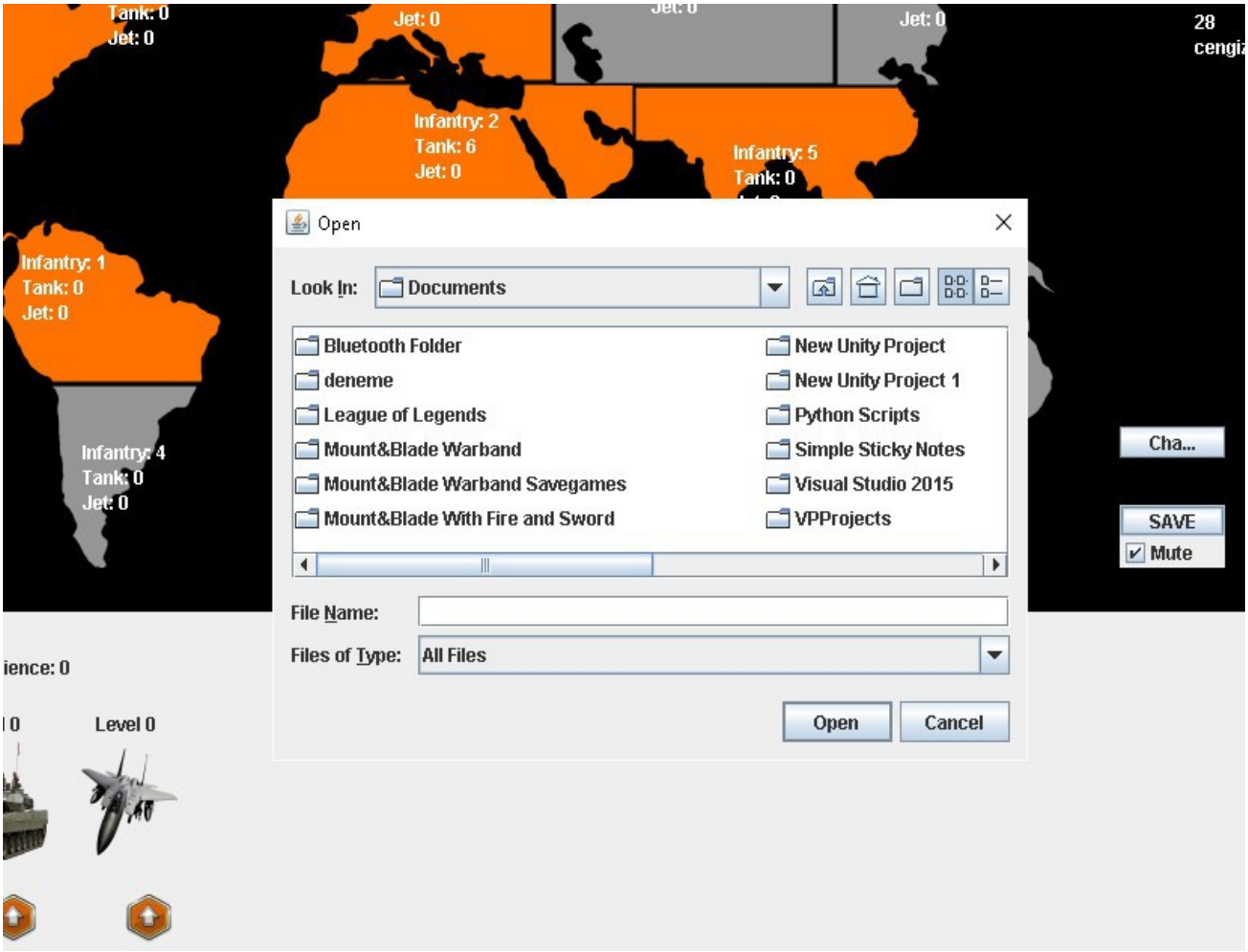


After selecting the region player should specify the numbers and types of the troops that will be used.

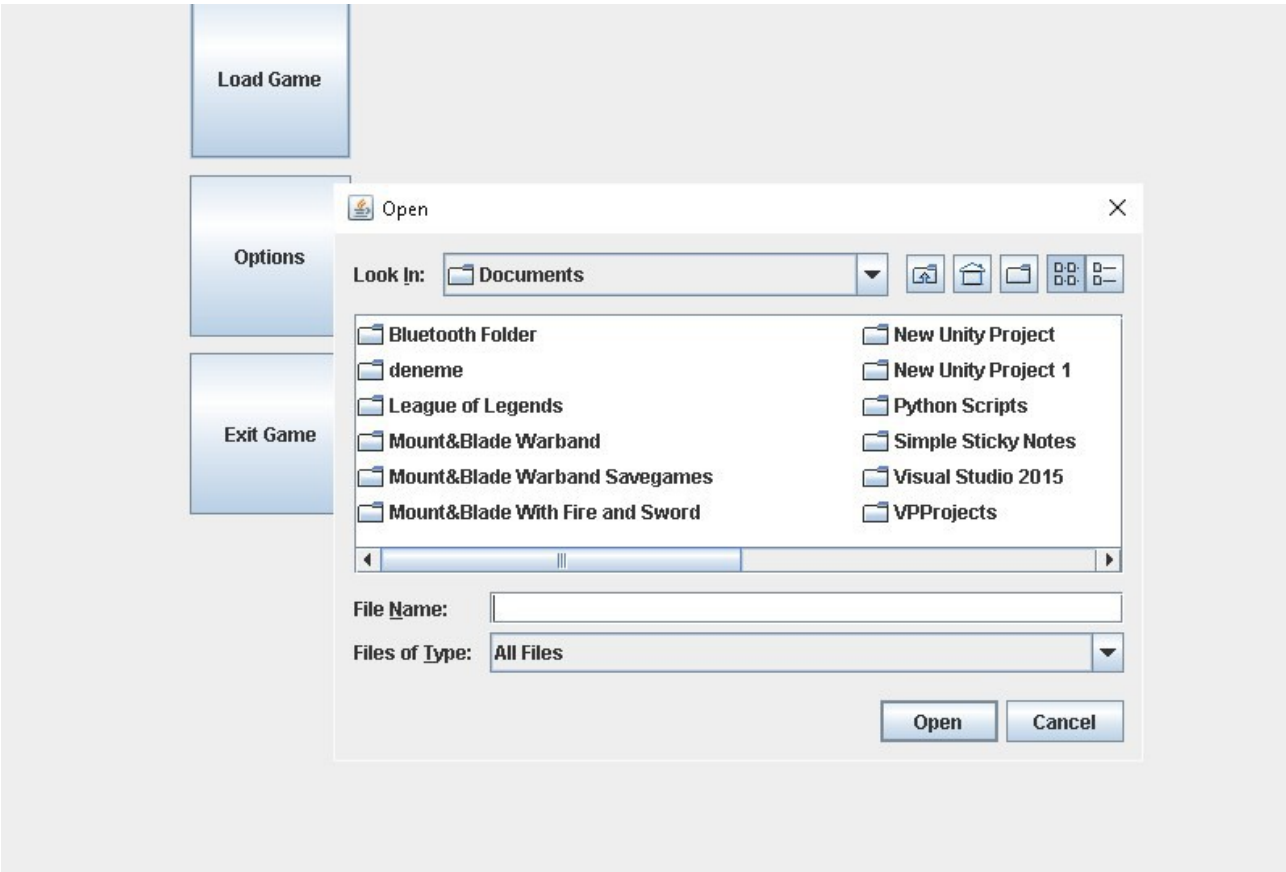


Player can upgrade their troops using their experience points by simply selection troop types and upgrades from the upgrade menu at the bottom left of the screen.

At any time of the game, players can decide to stop playing and to be able to continue the game players can save the game by simply clicking save game button.



Players can load an existing game by simply clicking load game button from main menu.



Players can turn off the sound of the game by simply checking the mute box on the game screen.