



UNIVERSITI
TEKNOLOGI
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TEB1063 – OBJECT ORIENTED PORGRAMMING

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GROUP PROJECT

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PROJECT INFORMATION

An application or game made using concept of Object-Oriented Programming (OOP). The game itself is set to be a Role-Playing Game (RPG) with a medieval background, and the main character will be going after a goal as the primary gameplay. The language we use is **kotlin** which is quite similar to **java**, but better. The other reason for using **kotlin**, is also because it can best utilize with the game engine we use, which is **libdgx**, and most of the library and functions that we utilize are from the engine, which greatly enhances the capability and possibility of what we can do.