Bilkent University

Department of Computer Engineering

CS 319 – Object Oriented Software Engineering

*CS 319 Project: Catch the Deadline*

Final Report

**GROUP 2D**

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# Changes in the Implementation

The implementation of the project has some minor changes from the system design.

**Game Manager Subsystem:**

New classes have been added to this subsystem, which we found were necessary for the flexibility of the program, during the implementation. A Handler class has been added which is responsible for handling the Object events, like adding new objects, removing objects, r

# Status of the Project

# User’s guide

## System Requirements

## Installation

## Overview of the game

## Game Objects Management System