



Bilkent University

Department of Computer Engineering

CS 319 Object Oriented Programming

Project Final Report
Iteration – I:

QuadZillion

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1. Implementation Process

Implementation process of QuadZillion is divided into three main parts: Core implementation of the game, interaction between panels and data management. Two people worked on the core of the game, one person worked on the panels (UI), and two people worked on the data management. However, each one of us supported others in some way in implementation process for maximum efficiency, since there is a deadline for this project, we cannot be stuck at one problem for days. It must be solved quickly and efficiently.

Deciding who is going to do which part was difficult at first. However we overcame that problem by making list of our strengths and weaknesses. After making the list of our strengths and weaknesses, we assigned each member the corresponding part. First we decided to implement the layers of UI, since it is the first part that the user interacts with. And then adding the data management part for soundtracks and saving the players' preferred options. Last, gameplay itself which is the core of the game was decided to be implemented.

User Interface of the main menu part, how to play part, credits part were implemented without problem and were tested in advance. Also there is a music feature that can be turned off and on.



Figure 1: Main menu UI

In How to play , the player will be provided with a video that explains the basic rules of the game.



Figure 2: How to play UI

In Credits part, if the player clicks the credits button the corresponding panel opens and shows the creators' names.

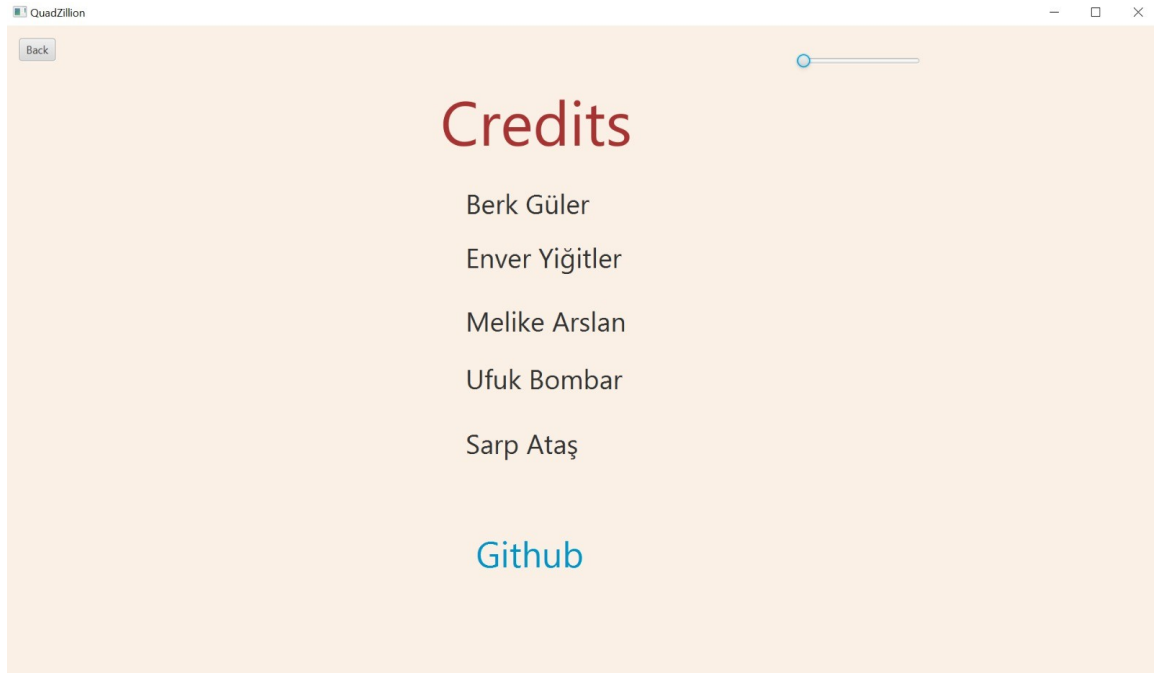


Figure 3: Credits UI

If player presses the “Quit” button game automatically closes without question asked.

The core part of the project as of right now is unfinished. But it will most likely look like the following figure:

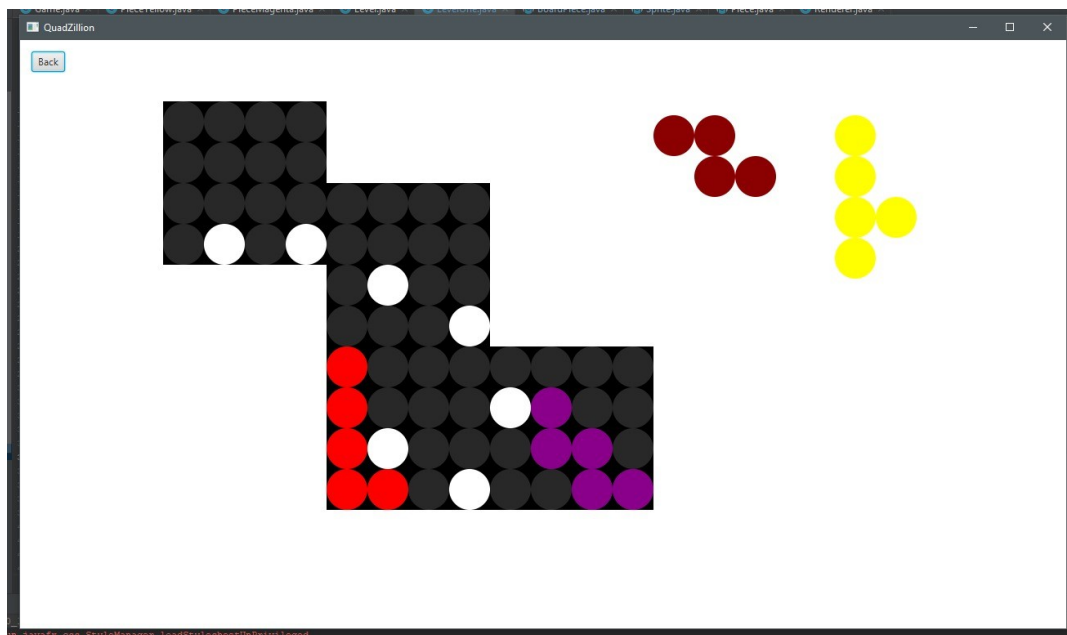


Figure 4: Play Game UI

2. Design Changes

Considering the implementation we've done so far, there are no major changes in the implementation or the UI of the game. However, there are minor changes. Some of the function names have been changed. The decision to add music to the main menu panel and credits panel and the decision to provide the user with a video on how to play the game was made and also implemented.

3. Lessons Learnt

In each part of the project, we have learned essential things. In the requirement analysis part, we had a better idea on UML diagrams and also according to our feedback we know how to fix them for our report on Iteration-II. We can say the same about our design report, where we learned a lot about subsystem decomposition also with the feedback provided to us from the TA.

We learned the most in the implementation part. During our implementation, we had a hard time with the JavaFX package because the package is included in some JDK versions. Each member was using a different version of it, hence when we committed changes on Github, the other member had a hard time trying to adapt to the latest version of our project. In the mean time, we learned how to use Github quite efficiently.

Generally we have learned that managing and creating an object oriented project with a team is not as easy as we thought it would be. The hardest aspect was communication for us.