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# OBJECT-ORIENTED PROGRAMING REPORT

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PROJECT: MEGAMAN

GROUP: 10

MEMBERS:

- NGUYỄN THANH PHONG - ITITIU19040
- HUỖNH HỌC LÂM - ITITIU19022
- HÀ MINH KHOA - ITITIU19020

## I. **Introduction:**

For this project, we will build a game called Megman which is very famous for its fun gameplay and memorable characters. It has been the most-played game for a long time.

The rule of this game is simple, the player controls megaman and tries to go through the map which has many enemies. The win condition is to kill the boss at the end of the map,

If megaman loses all of his HP, game over.

To build this game, we divide in 3 main parts: Map, Megaman, Enemies.

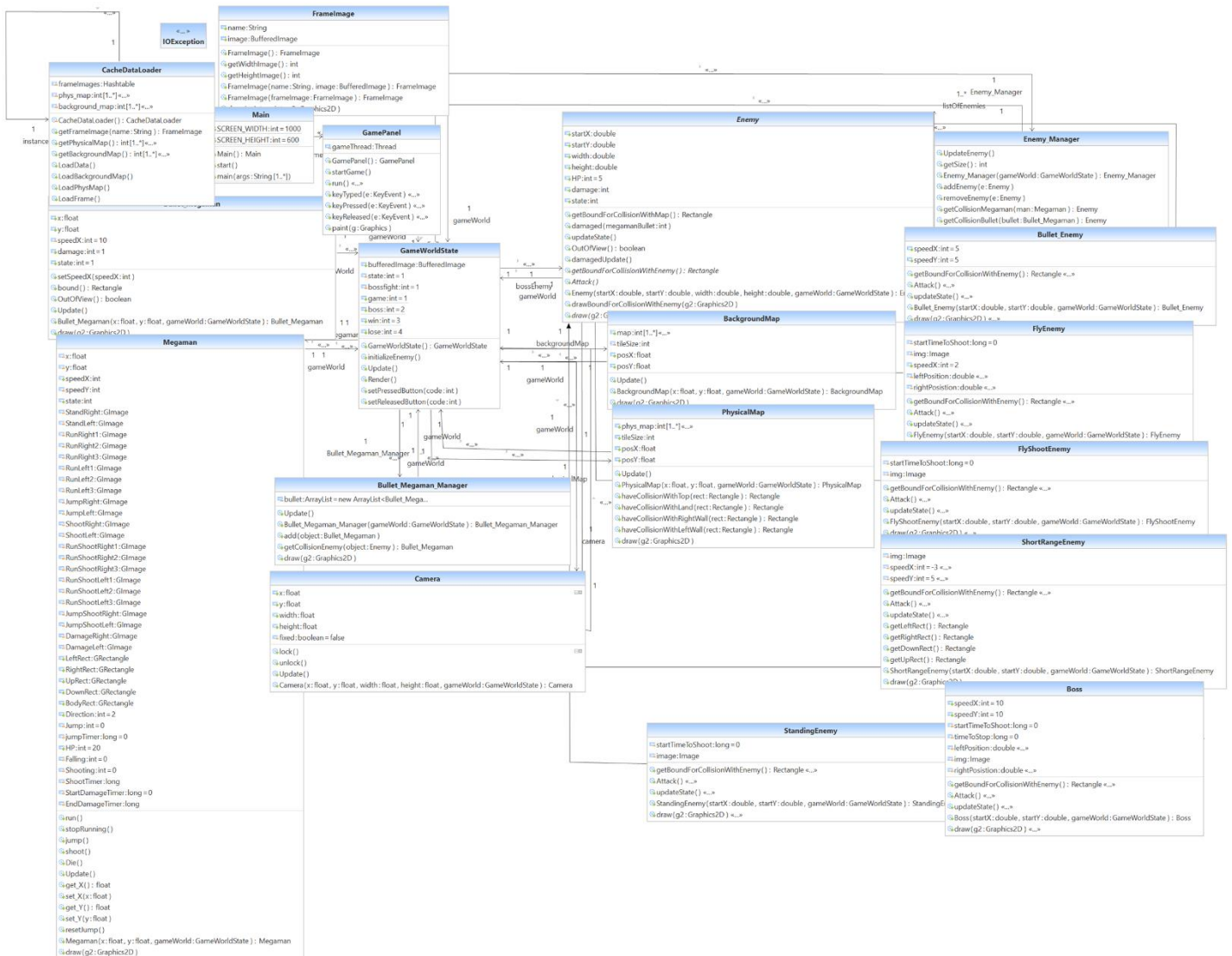
## II. **Contribution:**

1. **Huỳnh Học Lâm:** Leader, idea contribution, debugger, in charge of megaman and bullet megaman classes as well as implement in GameWorldState class.
2. **Hà Minh Khoa:** idea contribution, debugger, design the map, in-charge of physical logic collision of the map
3. **Nguyễn Thanh Phong:** idea contribution, debugger, in charge of creating enemies, enemy bullets and enemy manager as well as boss.

## III. **GitHub link:**

<https://github.com/baryenmunich123/OOPProject>  
[\(github.com\)](https://github.com)

## IV. UML diagram:



## V. Overall:

In conclusion, our team has learnt lot of new knowledge and coding skills throughout the project such as: dealing with deadline, teamwork, git operation, utilize OOP's knowledge to implement this game.