



Bilkent University

Department of Computer Engineering

CS319 - Object-Oriented Software Engineering

Term Project - Final Report

Project Name: Settlers of Catan

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1.Implementation Process

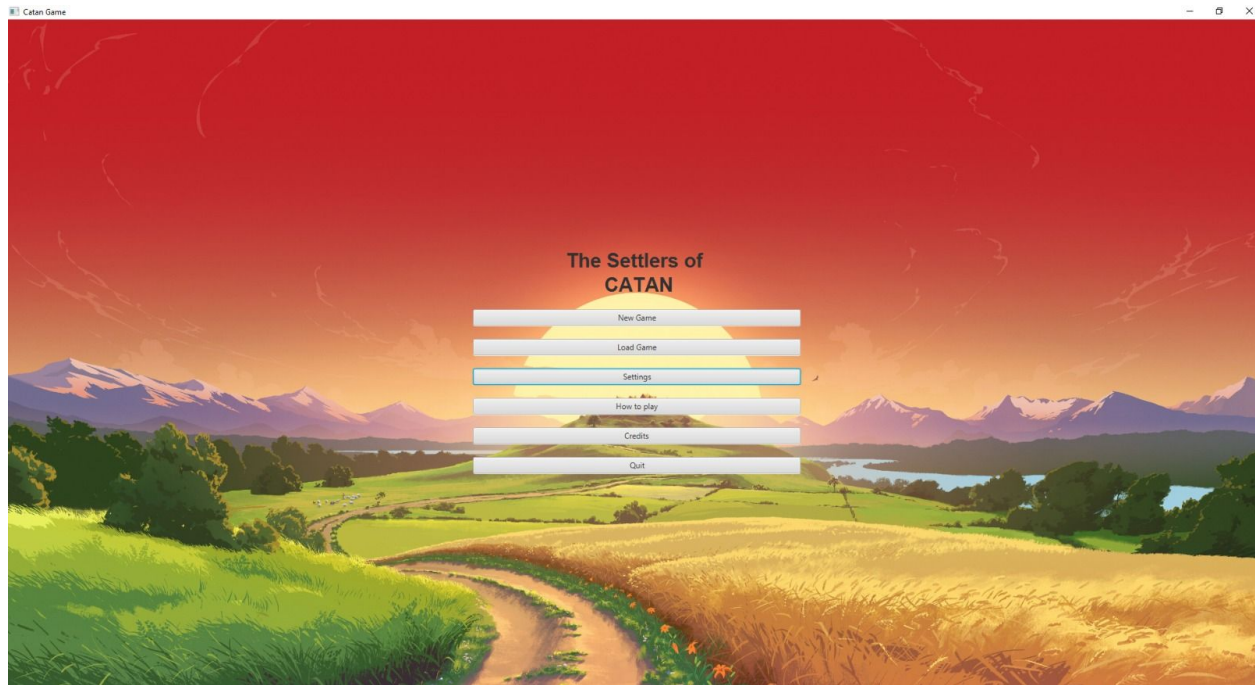
Implementation process of Catan started with distributing the tasks among the group members. Task division has been done according to the software architecture that was determined in the design process. Group members focused on user interface mostly, while game logic remains behind the process. Although we divide the tasks, it doesn't mean that we did not interfere with other member's tasks. Throughout the process, we constantly shared our opinion and develop the application, in order to have the best efficiency in the least time.

If we consider the timeline we first determine the parts, which one of us is better in which part or which parts should be developed together. After that, we divide the tasks and give everyone a task. Throughout the process, we all give support to other tasks, too.

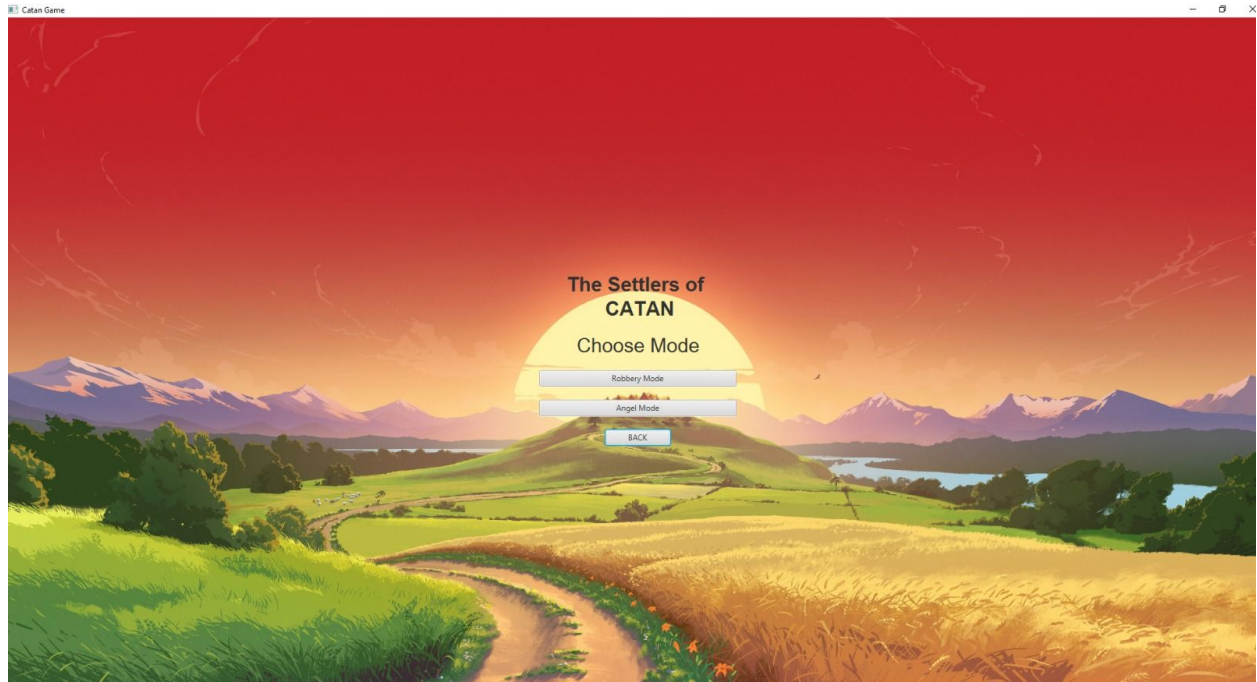
After the first submission of the design report, we started to implement the game. We write our code in IntelliJ IDEA and we did not use enough GitHub in the implementation process for the first iteration of a demo. We uploaded the files to GitHub after writing the code. We should use it more efficient for the second iteration. We used JavaFX for UI and created a main menu screen. The menu screens are demonstrated at the User's Manual part.

We could not show the logical part of the game but we changed some properties and operations from the classes due to provide efficiency and usability. For example, we changed most of the ArrayLists to array because searching an item could be faster.

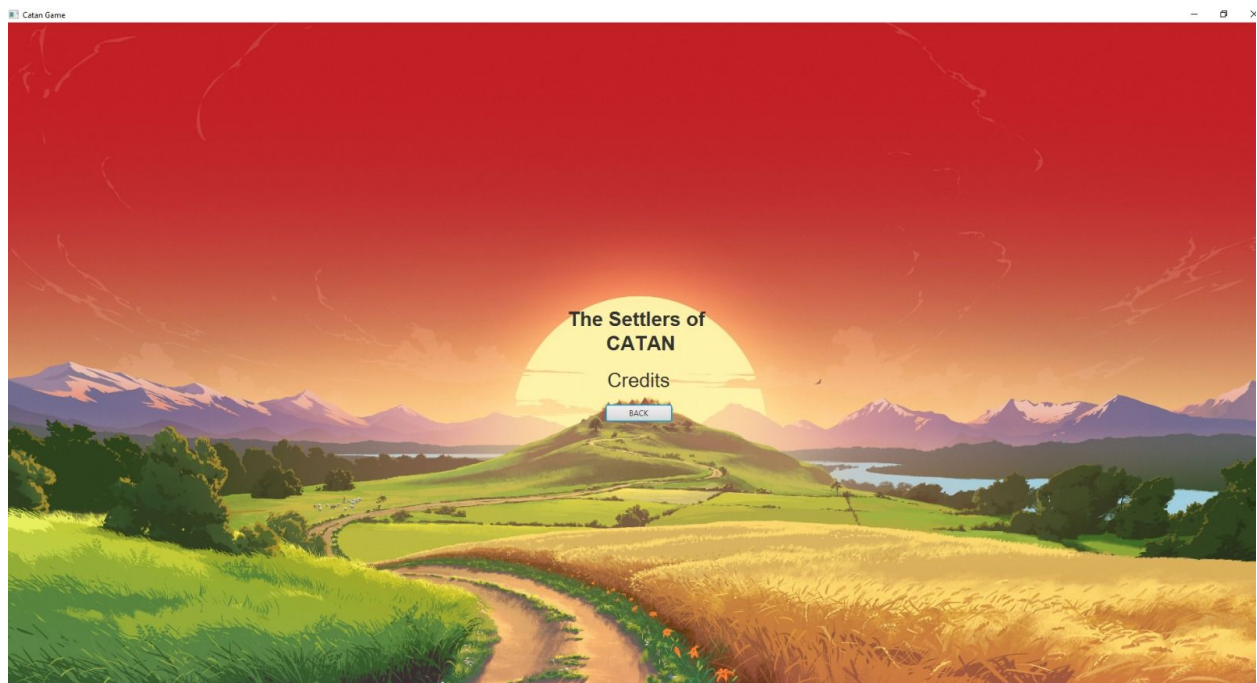
2.User's Manual



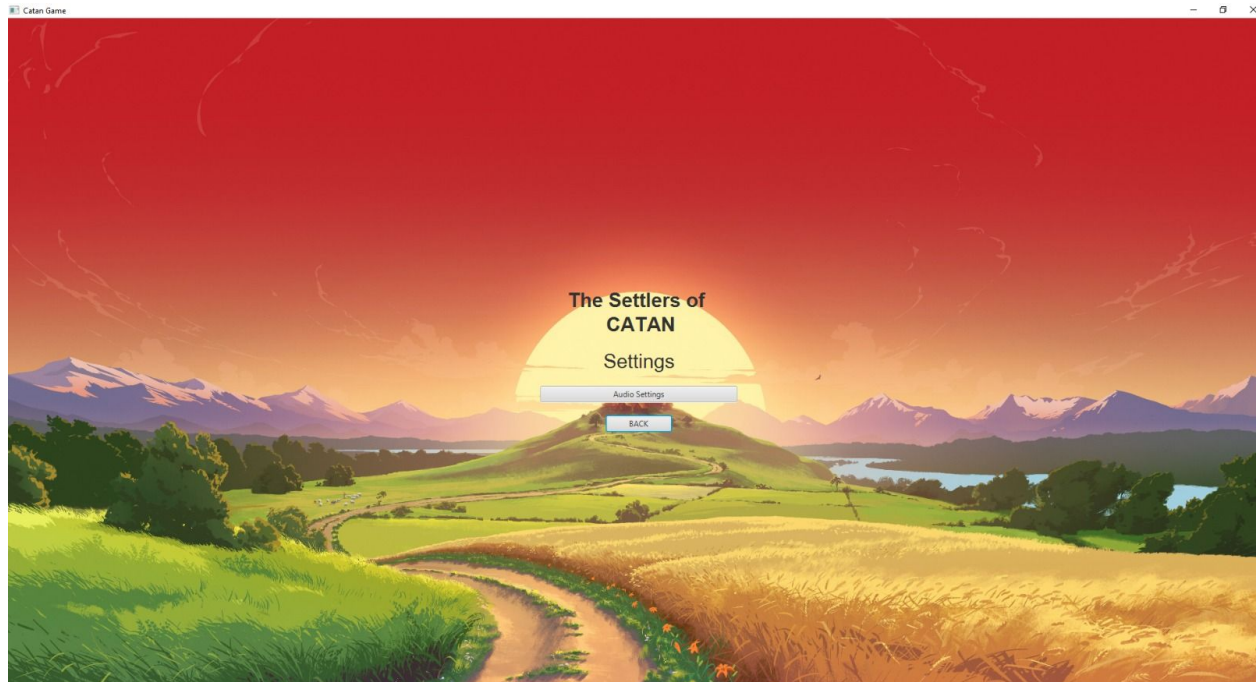
Players are going to be able to see the start new game screen, load game screen, settings screen, how to play screen, credits screen by clicking the buttons on the mainframe. They are also going to be able to close the game from this frame.



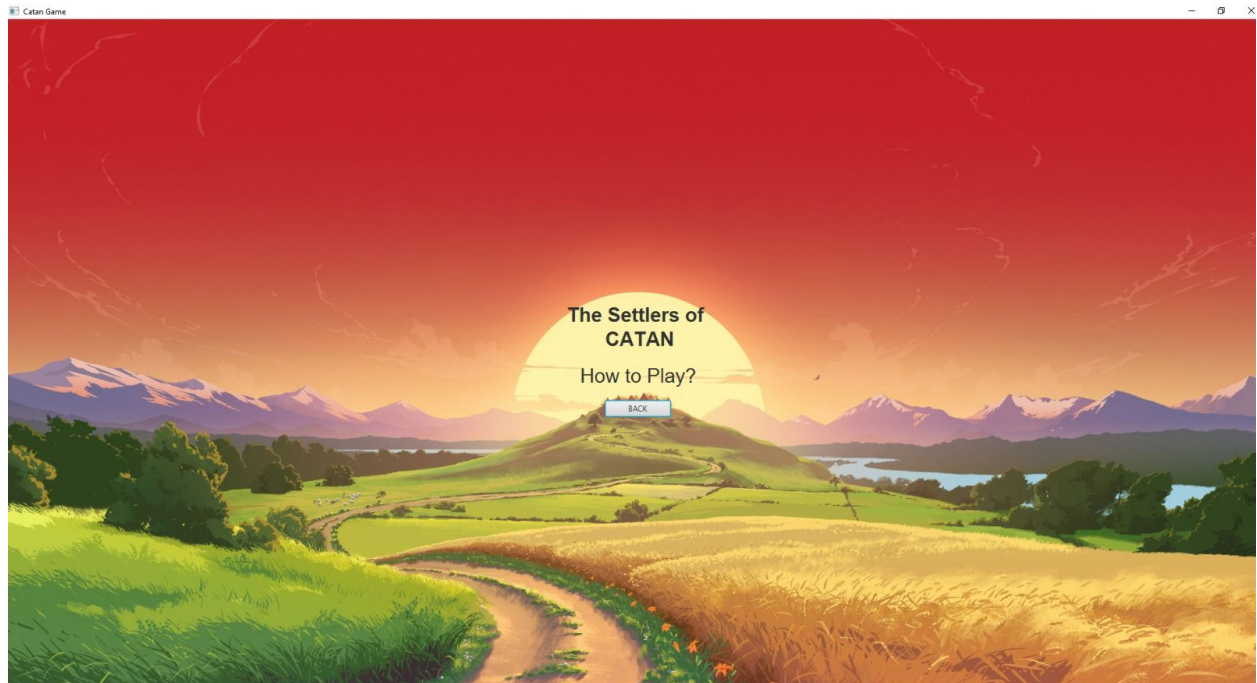
After clicking the new game button from the mainframe, players are going to be able to choose different game modes from choose mode frame. Players are going to be able to return back to the mainframe by choosing the back button.



After clicking the credits button from the mainframe, the credits frame is going to show the developers of the game. Players will be able to go back to the mainframe by clicking the back button.



When the settings button is clicked from the mainframe, the settings frame is going to show up. Settings frame will allow players to set audio settings by clicking the audio settings button and return back to the mainframe by clicking the back button.



How to play screen will provide information about how the game should be played. The rules of the game will be on this frame. There also will be some instructions about the game.