CSE212: SOFTWARE DEVELOPMENT METHODOLOGIES

YEDITEPE UNIVERSITY

SPRING 2018

TERM PROJECT – DUE DATE MAY 13TH, 2018

As term project you are required to develop a single player Jet Fighter game. However, your application should be able to keep scores of active users. For this purpose, the users should be required to register with a login name and a password, and to log in prior playing the game.

You can use the following statements and figures as a guideline:

- For usability purposes, you are required to implement a graphical user interface (GUI) for your application (see Fig. 1).

- Your application should have a welcoming window which will contain a task menu (*Register, Login, Play Game* and *Score table*).

Fig. 1: Example Jet Fighter game screenshot

- In the case of a *Registration* request (*Menu-Register*), a login window should pop-up to collect the user details (*username; password*). *You might also consider collecting some additional information here, such as username/screen name etc.*

Fig. 2: Login Window

- When a user would like to play the game s/he should be forwarded to a login screen (see Fig. 2), where s/he is ask for username and password.

- As can be seen on the example screenshots (Fig. 1), player should be able to see a gauge that indicates his/her jet fighter's health status.

- The game should keep score for every enemy jet that is hunted and eventually calculate the players overall score.

- The background of the game could be either static picture of mountains or see, or could be dynamic (BONUS 10 points) with a look and feel of an actual jet.

Submit your assignments in a rar file, which has your name_surname_studentNumber as name, using COADSYS by the end of Sunday, May 13th, 2018. All submitted source files will be check for plagiarism - among classmates and with any existing open source code available on the Internet. Furthermore, all students will be required to demonstrate their work for 15 minutes. DO NOT submit somebody else's work.