CS 319 Object Oriented Software Engineering

Iteration 1 - Final Report

Endless Dungeon

Group 2B
Can Özgürel
Alperen Kaya
Batuhan Erarslan
Alemdar Salmoor

Implementation Process

We started the implementation process by dividing the tasks between group members. We have decided that it was appropriate to divide the project into three parts for this iteration. One member was responsible for game objects, one for user interface and two of us were to implement game manager which handled the operations necessary for playing the game. Around this time one of our members had to leave the city due to an unfortunate situation regarding their family, therefore our workload increased somehow but it was not too damaging to the process.

Each of us began to implement their part at the best of their abilities. After we committed the work we had done, Can went over the whole code in order to implement the GUI and to find any errors to be fixed or changes to be made. We all then made some changes in our code according to his feedback and our discussions.

Even though we divided the tasks we still helped each other in the process and made mutual changes in our code and design. It was not awfully difficult to implement the game at this bare-bones level with the fundamental parts. Although during the implementation process we have realized some problems in our design logic and tried to fix them as possible. Via this process we have learned to work better as a group and learn from our mistakes.

Changes

We have seen some problems with our design and we made the according changes in the implementation. We have added, removed and relocated a few methods mostly in the object classes. We also have taken out some of the designed

functionalities in order to be able to implement a working software in the limited time we had, especially with all of us having other exams and deadlines. In our design there were three different player classes and two different enemy types, but we decided to stick to one type of each for the first iteration for simplicity. Their stats (health, defense, attack etc.) were held in a separate class called Stats, but we removed that and added these as attributes to the appropriate classes. We also had features such as an inventory that held various items and the option to use different skills. These we also decided to be unnecessary for the first iteration. We focused on creating a working prototype which provided a game screen that allowed to initiate fights between the player and the enemies. We have also changed from Swing to Javafx which we decided was better suitable for our purposes.