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BOULDER DASH PROJECT'S REPORT

X2 STUDENTS:

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I- CONTEXT ANALYSIS

Arrived at the end of our study of object-oriented programming with for support of Java; We, students in the data-processing branch of the institute Ucac-Icam received for the project of consolidation of the module: The development of the famous abandonware "Boulder Dash"

II- NEEDS ANALYSIS

- -Development of the game boulder dash
- -Production of documentation (Javadoc, GIT report, UML diagrams,)
- -Use of the MVC model
- -Use of Maven
- -Production of tests

III- REPORT OF GROUP MEMBERS

The work on this project was shared between 4 members of the same group who will each present their report.

❖ FRED TCHIADEU (Project Manager and Lead developer)

In this project, I was in charge of the backend, i.e., the implementation of the model and the controller with access to the database. I also coordinated the other tasks of the project like the analysis and design part. Apart from that I shared the work of the other members and made some small corrections. This project allowed me to extend and consolidate my knowledge in OOP and Java. I am very proud of our production. I know that it doesn't correspond completely to the expectations of our tutors but I think that a big part of the objectives has been reached.

- **LULA MBECK (Front End Developer and UI designer)**
  I participated throughout this project in the analysis of the problem, the design of the solution and its implementation in Java. The tasks are: the clear and detailed definition of the problem to solve (i.e. the realization of a minimal version of Boulder Dash), the elaboration of the class diagrams (View and Model), the implementation and the design of the View, and the structuring of the project with Maven.

- **SHERYL KEMMEGNE (Database Administrator and Level designer)**
  During this project, I was in charge of the administration of the database and the design of our boulder dash game. Indeed, the design consisted in creating 5 different levels from the simplest to the most complex. These levels were in some way coded because each letter represented an element of the graphical interface, and the database was in charge of generating each of these levels, which had been registered beforehand, and finally, the SQL procedure allowed the relationship between the database and our java codes.

- **DAMIEN NEMATCHOUA (Tester and assistant developer)**

In this project, it was for us to work on the realization of our video game boulder dash. As part of its realization, I was a junit / maven expert and assistant to develop other work of the members of the group (creation of diagrams and MVC).

But as a Junit/maven expert, I was asked to generate test codes for the different classes because from there, we will use it for the coding of the MVC itself. The steps to create a junit test in eclipse are as follows.

IV- ADDITIONAL BIBLIOGRAPHICAL REFERENCES

2D Java Game
Tutorial's Point Java
Stack Overflow
YouTube
Wikipedia
MySql
IntellijIdea
Eclipse
GitHub