

## **[13# GUI Program]**

**[5] – [SoftProLab Team]**

Supervisor:  
**Dr. Katalin Balla**

### **Members:**

Hagverdiyev Subhan	NHL9KN	<a href="mailto:subhan.hakverdiyev@gmail.com">subhan.hakverdiyev@gmail.com</a>
Madatov Ali	XVEARA	<a href="mailto:ali.madatov@hotmail.com">ali.madatov@hotmail.com</a>
Shoaib Areeba Tabassum	EZXFWK	<a href="mailto:areebashoaib99@gmail.com">areebashoaib99@gmail.com</a>
Salahov Kamal	IG5LSM	<a href="mailto:salahovkamal@hotmail.com">salahovkamal@hotmail.com</a>
Singh Gurdeep	ERXIPV	<a href="mailto:sandhugoldy433@gmail.com">sandhugoldy433@gmail.com</a>

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## 13. Complete program

### 13.1 Deployment guide

#### Overview:

Around 80% of the planned functionality is implemented. Robots, playing with multiple settlers is not implemented. Transportation gates have been implemented during prototype but hasn't been integrated to GUI due time shortage.

#### 13.1.1 List of files

File name	Size	Date	Content
SoftProLab_Game.jar	1.84mb	5/14/2021	Executable .jar file
softprolab_final.zip	276kb	5/14/2021	Whole project

#### 13.1.2 Compilation

For compilation: unzipping the „softprolab\_final.zip” file mentioned in 13.1.1 and adding the directory inside to IDE (preferably Eclipse) , then compiling the program. Already compiled executable .jar file „SoftProLab\_Game.jar” mentioned in 13.1.1 is ready for use too.

#### 13.1.3 Run

After compilation whether it's by copying content of directory inside „softprolab\_final.zip” to your project and running the main file or executing „SoftProLab\_Game.jar” game starts with menu with options of starting the game and exiting. After starting the game interface is shown where user can select actions (for moving you have to enter travel code that can be found in „Open Neighbors” tab to textfield and then press move) and see informations about the asteroid user is currently on.

## 13.2 Evaluation

Name of the team member	Participation (%)
Singh Gurdeep	24
Hagverdiyev Subhan	15
Shoaib Areeba Tabassum	24
Salahov Kamal	24
Madatov Ali	13

**13.3 Protocol**

Start (date & time)	Duration (hours)	Performer(s) name	Activity description
5/5/2021	30 minutes	Singh Gurdeep, Shoaib Areeba Tabassum, Salahov Kamal	Meeting, dividing tasks
5/9/2021	4 hours	Shoaib Areeba Tabassum	Inventory.java, editing the documents, sending all the documents every week.
5/9/2021	2 hours	Hagverdiyev Subhan	Neighborasteroids.java
5/9/2021	4 hours	Singh Gurdeep	MainMenu.java Display.java
5/9/2021	2 hours	Salahov Kamal	GameScreen.java
5/9/2021	3 hours	Salahov Kamal	Connecting all parts together, fixing bugs
5/13/2021	3 hours	Salahov Kamal	Fixing bugs, 13.Complete Program