

GitHub and History of Version Control

Link: https://github.com/harinimani/COMP2042_CW_hcyhm1.git

harinimani / COMP2042_CW_hcyhm1

Unwatch 1 Fork 0 Star 0

Code Issues Pull requests Actions Projects Wiki Security Insights Settings

master 1 branch 0 tags

Go to file Add file Code

harinimani Minor Refactoring 02912f4 13 minutes ago 47 commits

.gradle	Minor Refactoring	13 minutes ago
.idea	Generating Javadocs	1 hour ago
build	Minor Refactoring	13 minutes ago
gradle/wrapper	Initial Commit:Adding gradle build files and Sorting into MVC model	25 days ago
index-files	Generating Javadocs	39 minutes ago
javadocs	Generating Javadocs	39 minutes ago
src	Minor Refactoring	13 minutes ago
README.md	Update README.md	6 hours ago
allclasses-frame.html	Generating Javadocs	39 minutes ago
allclasses-noframe.html	Generating Javadocs	39 minutes ago
build.gradle	Initial Commit:Adding gradle build files and Sorting into MVC model	25 days ago
constant-values.html	Generating Javadocs	39 minutes ago
deprecated-list.html	Generating Javadocs	39 minutes ago
gradlew	Initial Commit:Adding gradle build files and Sorting into MVC model	25 days ago
gradlew.bat	Initial Commit:Adding gradle build files and Sorting into MVC model	25 days ago

About

No description, website, or topics provided.

Readme 0 stars 1 watching 0 forks

Releases

No releases published
Create a new release

Packages

No packages published
Publish your first package

Languages

HTML 87.6% Java 10.6% CSS 1.3% JavaScript 0.5%

master 1 branch 0 tags

Go to file Add file Code

harinimani Minor Refactoring 02912f4 1 minute ago 47 commits

.gradle	Minor Refactoring	1 minute ago
.idea	Generating Javadocs	41 minutes ago
build	Minor Refactoring	1 minute ago
gradle/wrapper	Initial Commit:Adding gradle build files and Sorting into MVC model	25 days ago
index-files	Generating Javadocs	27 minutes ago
javadocs	Generating Javadocs	27 minutes ago
src	Minor Refactoring	1 minute ago
README.md	Update README.md	6 hours ago
allclasses-frame.html	Generating Javadocs	27 minutes ago
allclasses-noframe.html	Generating Javadocs	27 minutes ago
build.gradle	Initial Commit:Adding gradle build files and Sorting into MVC model	25 days ago
constant-values.html	Generating Javadocs	27 minutes ago
deprecated-list.html	Generating Javadocs	27 minutes ago
gradlew	Initial Commit:Adding gradle build files and Sorting into MVC model	25 days ago
gradlew.bat	Initial Commit:Adding gradle build files and Sorting into MVC model	25 days ago
help-doc.html	Generating Javadocs	27 minutes ago
index.html	Generating Javadocs	27 minutes ago
overview-frame.html	Generating Javadocs	27 minutes ago
overview-summary.html	Generating Javadocs	27 minutes ago
overview-tree.html	Generating Javadocs	27 minutes ago
package-list	Generating Javadocs	27 minutes ago
script.js	Generating Javadocs	27 minutes ago
serialized-form.html	Generating Javadocs	27 minutes ago
settings.gradle	Initial Commit:Adding gradle build files and Sorting into MVC model	25 days ago
stylesheet.css	Generating Javadocs	27 minutes ago

About

No description, website, or topics provided.

Readme 0 stars 1 watching 0 forks

Releases

No releases published
Create a new release

Packages

No packages published
Publish your first package

Languages

HTML 87.6% Java 10.6% CSS 1.3% JavaScript 0.5%

COMP2042_CW_hcyhm1 - Brick Breaker Game

This report provides a summary on the major refactoring activities, additions and documentations made to the [given](#) codes for the Software Maintenance (COMP2042) Coursework 2021.

About the Game

This is a simple arcade video game. Player's goal is to destroy a wall with a small ball. The game has very simple commands:

Keys	Action
SPACE	Start/Pause Game
A	Moves the Player LEFT
D	Moves the Player RIGHT
ESC	Enter/Exit the Pause Menu
ALT+SHIFT+F1	Open Debug Console

The game automatically pause if the frame loses focus.

Gradle Run

Pre-requisite : Java 8 to Java 15

Note: Gradle is not compatible with Java versions after Java 15.

A build file is added as it automatically downloads and configures the dependencies and other libraries used. Gradle Wrapper allows us to run the build file without installing Gradle. When we invoke "gradlew", it downloads and builds the Gradle version specified. In order to run the application from the command line, the following steps can be followed:

1. Open command prompt and navigate to the folder where the file exists by copying the path and typing: cd
2. Run the application using the command "gradlew run".

```
gradlew run
```

Major Refactoring Activities

1. Using Model View Controller architectural pattern

Classes were separated into respective packages based on the MVC pattern. The MVC pattern separates an application into 3 main logical components: model, view, and controller. The Model contains core functionality and data of the application. It manages the system data and associated operation of data. The View displays the data to the user, but cannot influence what the user will do with the data. It defines and manages how the data is presented to the user. The Controller acts on both the model and view. Controllers inform the model what to do.

2. Single Responsibility Principle

Single Responsibility Principle states that an object should only have one responsibility. Hence classes with multiple functionalities do not withhold to this principle. Hence CrackController from BrickController class, PauseMenuView from GameBoardView and LevelsModel from WallController, have all been made as a separate class to withhold the Single Responsibility Principle.

3. Open-Closed Principle

The SOLID design, Open-Closed principle states the software entities must be open for 'extension' but closed for 'modification'. Hence an abstract PlayerController class was created with methods that must be present in future player extensions.

4. Encapsulation

Getter and Setter methods are added in to avoid data violation. Major changes made in the WallController, PlayerModel, BrickController classes.

5. Adding Path Variables

Using Path variables in additional classes for ease of future modifications. Example in the HomeMenuView, LeaderboardView, ScoresTableView

6. Standardize variable and method names

Renamed methods and variables based on the Oracle Java Variable and Method Naming Convention Documentation. Significant changes made in Player class.

7. JUnit

JUnit test classes added to the WallController, PlayerModel, BonusBrickModel, ClayBrickModel, CementBrickModel, SteelBrickModel, TimesaverBrickModel, LevelsModel.

8. Javadocs

Added in Javadocs for all the classes and methods in accordance to the Oracle Java Javadocs Documentation.

Major Additions

1. Adding Background Images

Added a Background image for the HomeMenu, Leaderboard, Instruction views, as well as the buttons.

2. HomeMenuView

Significant additions made to HomeMenuView. Converted it to a JFrame and added in the Info and Scores buttons as well.

3. Instructions View

Added in an Instructions View to display the "How To Play" info to the users.

4. Game Timer

Added an in-game timer to keep track of the total time taken the player has taken to complete the game. Used in calculating the scores as well.

5. Scores and Leaderboard

A ScoreController, ScoreTableView and LeaderBoardView classes were added in to store and display the top 5 scores in a JTable format. Displays the player name, total number of bricks broken, minutes taken and seconds taken. Also have a pop-up JOptionPane to notify and request user to enter name to store into leaderboard.

6. Additional Levels

Three additional levels were added in. Introduce three new bricks, Bonus, TimeSaver and Slow bricks. Bonus brick increases total bricks broken by 4 on impact. TimeSaver brick deducts 5 seconds from the player's time taken. Slow brick slows the in-game player's movement for 5 seconds.



© 2021 GitHub, Inc.

[Terms](#)

[Privacy](#)

[Security](#)

[Status](#)

[Docs](#)

[Contact GitHub](#)

[Pricing](#)

[API](#)

[Training](#)

[Blog](#)

[About](#)

Commit History

master		
Commits on Dec 13, 2021		
Generating Javadocs harinimani committed 19 minutes ago	f1e0c8d	<>
Generating Javadocs harinimani committed 34 minutes ago	4531608	<>
Merge remote-tracking branch 'origin/master' into master harinimani committed 6 hours ago	85be947	<>
Minor refactoring in HomeMenuView harinimani committed 6 hours ago	a87ed3c	<>
Update README.md harinimani committed 6 hours ago	Verified 3297360	<>
Update README.md harinimani committed 6 hours ago	Verified b1158e7	<>
Update README.md harinimani committed 6 hours ago	Verified f043c37	<>
Update README.md harinimani committed 6 hours ago	Verified 60142de	<>
Update README.md harinimani committed 6 hours ago	Verified 842dc8f	<>
Update README.md harinimani committed 6 hours ago	Verified 221256b	<>
Moving Wall to Controller package. harinimani committed 7 hours ago	4e5d69f	<>
Adding in JUnit test classes harinimani committed 11 hours ago	97e8b81	<>
Updating Javadocs harinimani committed 19 hours ago	fdf5d10	<>
Commits on Dec 12, 2021		
Updating Player method name harinimani committed 23 hours ago	19751c6	<>
Updating Javadocs harinimani committed yesterday	e18d79e	<>
Commits on Dec 11, 2021		
Adding additional level 3: Slow brick harinimani committed 2 days ago	54f6909	<>
Adding additional level 2: Time-Saver brick harinimani committed 2 days ago	1ee5549	<>
Adding additional level 1: Bonus brick harinimani committed 2 days ago	95a648b	<>
Commits on Dec 10, 2021		
Updating HomeMenuView class and adding ScoreController harinimani committed 3 days ago	e42bdeb	<>
Commits on Dec 9, 2021		
Adding Game Timer harinimani committed 4 days ago	84e1330	<>
Creating LevelsModel class from Wall class harinimani committed 4 days ago	8867c37	<>
Commits on Dec 8, 2021		
Creating PauseMenuView class harinimani committed 5 days ago	2384f6e	<>
Setting setImpact method in Brick class to abstract method harinimani committed 5 days ago	83cb931	<>
Commits on Dec 1, 2021		
Adding Player Controller class for extendability harinimani committed 12 days ago	e342d99	<>

Commits on Nov 26, 2021

Merge remote-tracking branch 'origin/master' into master harinimani committed 17 days ago	Verified	c53d349	<>
Adding game Instruction screen harinimani committed 17 days ago		53e9661	<>
Update README.md harinimani committed 17 days ago	Verified	98aaa86	<>
Update README.md harinimani committed 17 days ago	Verified	c228c13	<>
Update README.md harinimani committed 17 days ago	Verified	9c8c5a9	<>
Update README.md harinimani committed 17 days ago	Verified	d93106f	<>

Commits on Nov 25, 2021

Update README.md harinimani committed 18 days ago	Verified	53d6251	<>
--	----------	---------	----

Commits on Nov 23, 2021

Update README.md harinimani committed 20 days ago	Verified	c44fa96	<>
Adding CrackController build file harinimani committed 20 days ago		b8cbb47	<>
Merge remote-tracking branch 'origin/master' into master harinimani committed 20 days ago		070e098	<>
Separating the Crack Class harinimani committed 20 days ago		a995b05	<>

Newer Older

master

Commits on Nov 21, 2021

Update README.md harinimani committed 22 days ago	Verified	fe12596	<>
Update README.md harinimani committed 22 days ago	Verified	bd9070d	<>
Update README.md harinimani committed 22 days ago	Verified	e5247b5	<>
Update README.md harinimani committed 22 days ago	Verified	a175f6e	<>
Update README.md harinimani committed 22 days ago	Verified	7e8b347	<>
Adding Javadocs to Model and Constructor package classes harinimani committed 22 days ago		dc98d24	<>

Commits on Nov 18, 2021

Adding Javadocs to HomeMenuView class harinimani committed 25 days ago		36dfbcd	<>
Merge remote-tracking branch 'origin/master' into master harinimani committed 25 days ago		ae974a	<>
Adding Javadocs to classes in game and view packages harinimani committed 25 days ago		b3ab410	<>
Create README.md harinimani committed 25 days ago	Verified	4d0adc1	<>
Initial Commit: Adding gradle build files and Sorting into MVC model harinimani committed 25 days ago		3664dc7	<>

Newer Older