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CSCI 4448

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Project 6 Update

Status Summary:

It took a long time to figure out the UI for us. We decided to use Java Swing, but it took a large amount of time just to get acquainted with how to use its packages. Although our initial pages are extremely rudimentary we believe that the scaffolding we have will not take a ton of time to modify into a cohesive, sleek final project.

Jack work done:

I have created the scaffolding of our project spending most of my time on the menus. Arranging buttons and figuring out how actions work when they are clicked took me excessive amounts of time. I created the pages for the menu, the leaderboard, and the settings page. These pages don't contain large amounts of information but now that I understand elements and how to position and style elements, I can easily add information.

Joseph work done:

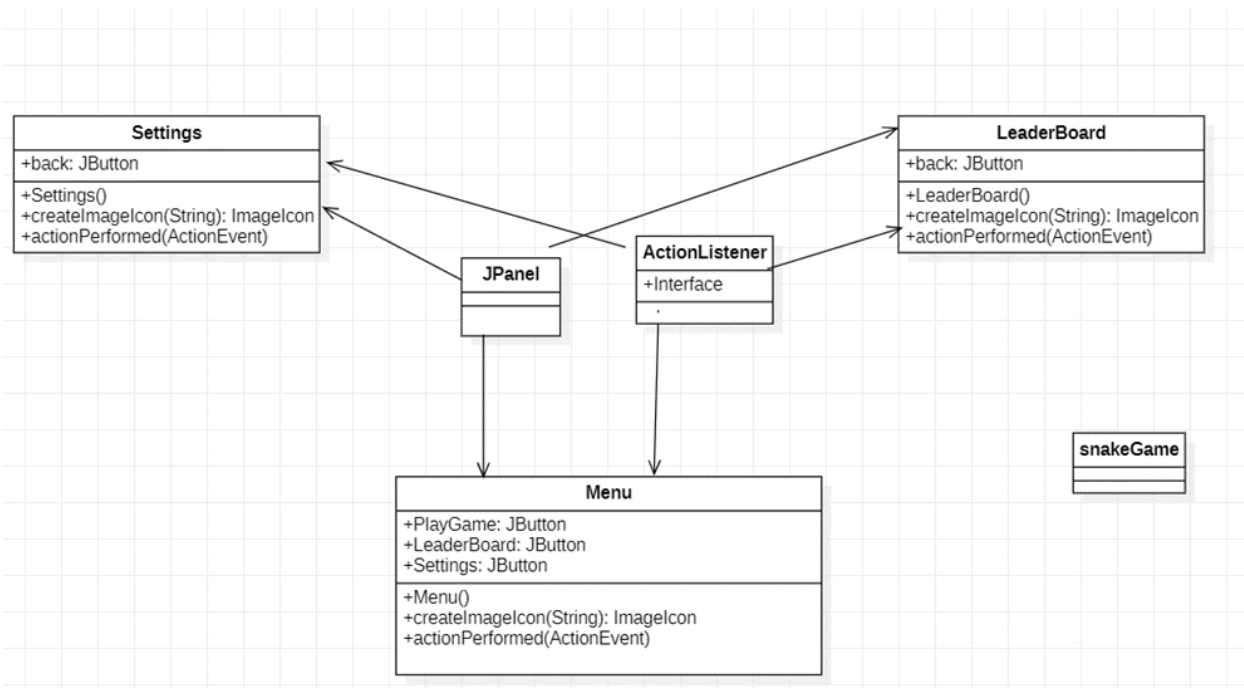
I worked on getting the foundation for the game board and snake objects setup. Although it doesn't quite run. There is also some foundation for the food objects that are classically seen in the original snake game.

Patterns:

Most of the patterns have not been fully implemented yet because they rely on a working snake game.

The patterns we plan on implementing are the Decorator, factory, logger and command patterns.

Class Diagram:



Plan for Next Iteration:

We have a lot to do before the next iteration. We need to fully implement the snake game. Right now, we can move the snake and move through the menus. Weapons, collision detection, and mice all need to be added and integrated to our rudimentary snake game. The leaderboard needs to be fully implemented. As it stands, we have a page created for the leaderboard but it is not populated. This needs to be linked to a CSV and updated after each game. Finally, the settings page needs to be fully implemented. The settings page will be completed last because it will change how the snake game works.