

This game was from RMIT Course COSC2440 Software Architecture: Design & Implementation. It is uploaded unchanged to my personal account for the purpose of showcasing my work during job interview.

This assignment requires to use 2 design patterns to create a Java game to illustrate ability of creating applications using design patterns.

This game is an adaptation of the ping pong game on classic console. It has 3 modes: 1 Player (Player vs PC), 2 Players, and 4 Players. 1 Player game mode has 3 different levels from Easy to Hard.

This project includes skills such as:

- Java programming
- Javax Swing programming (to create game GUI)
- Java event handling
- Java exception handling
- Using design patterns: Memento and Object Factory

To run the code: locate the MainClass.java in src folder. Also checkout the demo by watching the game-demo.mp4 file located within the info folder.