CS 319
Object-Oriented Software Engineering

Final Report

World War 3

Group 1-F

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Doğacan Kaynak

1- Implementation:

After the analysis and design report of the first iteration, we immediately started the implementation process. In the beginning of this process we seesaw between Swing and Slick2d. However, Slick2d has much more advantages for our game compared to Swing. Slick2d has clear game states in its methods like update, init, render. For example, in World War 3 we included collision detection that can prevent objects walk through between them or let objects shoot each other. Update method of Slick2d allows us to use it. On the other hand, Slick2d doesn't have any button class which may cause implementation take a long time for us. We implemented our code with the help of Slick2d and uploaded it to the GitHub.

In our implementation we mainly focused on user interface. Since İbrahim knows the Slick2d more than us. He guided each of us. Also we had idea about the classes from the design stage, it was not difficult to implement. Unfortunately, we didn't have enough time to implement model and view classes. As the deadline was approaching, we didn't have enough free time to meet in person. Thus, there were days that we couldn't focus on the code. This is the reason why we couldn't finish all of it until deadline.

2- Changes in UI:

UI of our game will be smilar to the mockup that we provided in our previous reports. In this layer we only made some minor changes by changing the design of the robots and humans because Balsamiq which is the mockup tool that we used does not support enough visuality. Moreover, we added a new mockup (can be seen in Figure-1) that we forgot to illustrate. It is

about the guide book containing some crucial information about humans and robots. Player can display this guidebook on “Hints” section in the main menu. In the guide book, there is important information about humans and robots about their capabilities, specialities etc.

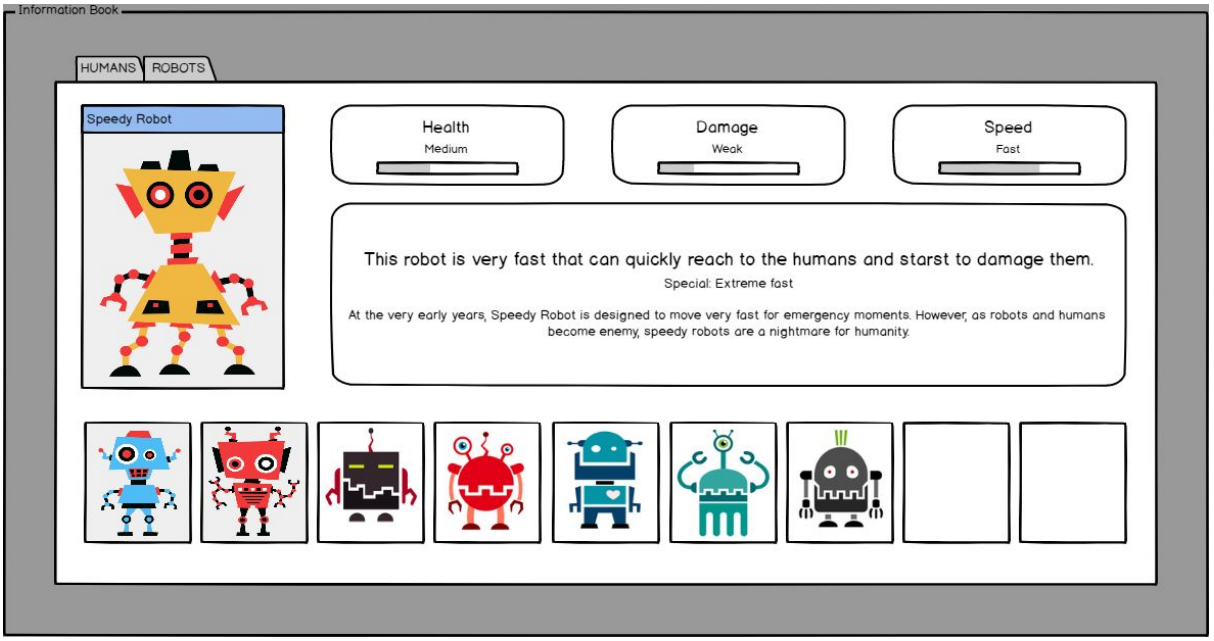

Figure-1

3- Conclusion:

We think we did a very good job in determining design patterns and obeying them which helped us hugely because it was easier to code and understand each other’s work when talked in the language of UML and after making use of design patterns.

We could not completed our implementation yet, some functions are still missing, however we have learned how to work as a group on Github. We will improve our UI and other functional requirements that we promised.