**DOKUZ EYLUL UNIVERSITY**

**ENGINEERING FACULTY**

**DEPARTMENT OF COMPUTER ENGINEERING**

**CME1252 PROJECT BASED LEARNING – II**

**PROGRESS REPORT**

**PROJECT – II**

**Chain Game**

**By**

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**CHAPTER ONE**

**PROGRESS SUMMARY**

* 1. **Work Done**

GÖKBERK SARI

Player movements. Encounter movements. Key assignments. Making the game playable.

ELİF DORUK

Creation of classes, creation and editing of the game menu.

YASAMIN VALISHARIATPANAHI

Design of Main, Game, Player, Node, Single Linked List and Double Linked List classes. The board game is saved in the 2D char array then Initialize 1,2,3,4 numbers with equal probabilities in the board game with spaces between the numbers in a procedure and show the map on the console with pink color for the numbers and red for the player which is going to place + on the field. Also writing the menu of the game that has 3 option start of the game, high score and exit. In the start of the game it will ask the player its name for the high sore table that will going to be saved. It also will ask the seed that player will set it then randomly gives a number. Which menu, planting the seeds, map, initializing the map, status of the game and starting the game by pressing enter have been written in as function and procedure in the game class. In the player class assigning a place for the + that the player moves it to create the chain that he/she wants. Round and score variables. In the player movement method the movements of the player in the 4 direction when the space has been pressed the chain is going to be added in the single linked list and by pressing the spaces again we can remove it from the single linked list. By pressing the enter the chain is constructing but it will control that the chain is in the correct place, the difference between the numbers should be -1/1 , there must be only one chain in every round and the chain cannot be broken or the + positioned in the wrong places after controlling that the chain score will be calculated and the chain will be removed from the map and we began the next round. When the chain has problems it will show an error message on the console and the game will be over with the current score of the player. Also when the player enter E character the console closes. For the chain I write methods that controls the size of the chain and controls if the chain is valid or not and one to remove the chain from the map if its + it will change to ‘ ‘ and if its numbers it changes to ‘.’ So in the next round the player wont select the same chain again. These methods are when the player enters. If the chain is not valid it will display an error message to the player that the game is over.

**Work in Progress**

GÖKBERK SARI

Chain calculating, chain checking.

ELİF DORUK

Working on table and high score table.

YASAMIN VALISHARIATPANAHI

Testing and debugging. Merging the written codes together in order to upload the code for final evaluation.

* 1. **Work to Be Done**

GÖKBERK SARI

Calculating the chain and check whether it is valid or invalid.

ELİF DORUK

Chain table, high score table, testing and debugging.

YASAMIN VALISHARIATPANAHI

Test the code making sure that the written code work with no errors and debugging the project. Also if my teammates need help in the remaining parts going to help them.

Finishing the remaining parts of the power point for the presentation with my teammates.

**CHAPTER TWO**

**ALGORITHMS AND SOLUTION STRATEGIES**

GÖKBERK SARI

ELİF DORUK

The algorithm and solution strategies will be written in the final report. (table and high score table)

YASAMIN VALISHARIATPANAHI

when the player moves the + on the field for removing the previous place by setting the other attributes to be black after it changes from + to ‘ ‘ it removes the previous place on the field.

**CHAPTER THREE**

**PROBLEMS ENCOUNTERED**

GÖKBERK SARI

While generating chain I couldn't find the right algorithm. For this reason I can't finish the calculation and checking operations.

ELİF DORUK

There was no problem encountered.

YASAMIN VALISHARIATPANAHI

In the menu I’ve faced a problem which the seed asked in the wrong time from the user and also the map would show, also wanted the while condition only works for the first option of the menu, which when the player select to play the game and not show in the other options of the menu so by bringing the while in the first switch case that helped to fix the problem also the map wont going to change in the game every time so I called the procedure of the initializing outside of the while loop, before the menu of the game has even called. In addition to that I keep getting NULL POINTER error and NO SUCH ELEMENT EXCEPTION error in the seed function which the way input was asking from the user was incorrect due to the enigma library, with the help of the instructor the problem got fixed by using the Integer.*parseInt*(Console.readLine());