Development Environments Final project

How to face it

What do you have to do?

You must develop a complete Java application that includes everything that we have learnt in this module:

- Application analysis
- Implementation
- Adaptation to a graphical user interface

Stage 1: Analysis

You must deliver a PDF document with the following sections:

- Introduction (what your project is about)
- Requirements specification
  - Including functional, non-functional and system requirements
- Use case diagram
- Class diagram
- Activity diagram of some use cases which may be particularly difficult

Stage 2: Implementation

- Create an IntelliJ project
- Implement all the classes specified in the class diagram
- Implement a simple main class that let you verify that the main aspects of your project have been covered
- Follow the specifications defined in the SRS document and use case/class diagrams

Stage 3: Final adaptation

- You will adapt the application to:
  - A JavaFX application, or
  - A JavaFX video game

Deliverables and qualification

- **Deliverable #1**: Brief description of the project. (March 5th)
- **Deliverable #2**: Analysis (March 26th)
  - This part will be considered the retaking of practical exercises of Block 1
- **Deliverable #3**: Basic implementation of class diagram including a console "main" (April 30th)
- **Deliverable #4**: Final version including JavaFX project (May 21st)
- The last 3 deliveries represents 33% each of the project final mark