DEUCENG
Dokuz Eylül University
Dept of Computer Engineering

PBL II PROJECT 3 FINAL PRESENTATION

DOKUZ EYLÜL ÜNİVERSİTESİ

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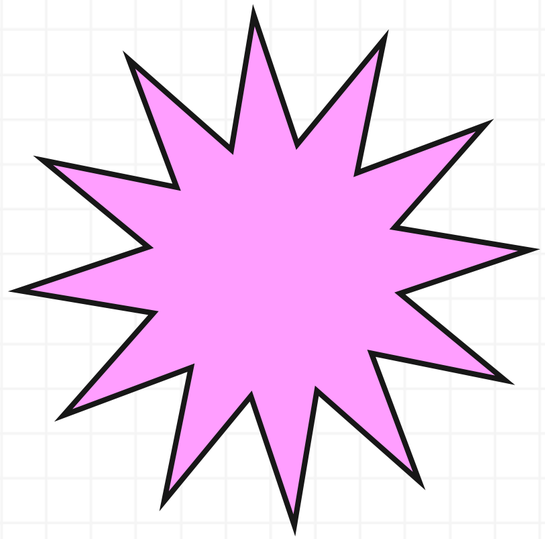
Mühendislik Fakültesi

Team Members



1.Engineer	2.Engineer	3.Engineer	4.Engineer
Ramazan FIDAN	Y. Emre TASBASI	Ramazan DENLI	Kerem KALINTAS

Presentation Outline

- INTRODUCTION
- PROGRESS SUMMARY
  - Requirements
  - Task Sharing
  - Scheduling
  - Completed Tasks
  - Additional Improvements
- PROBLEMS ENCOUNTERED
- ALGORITHMS AND SOLUTION STRATEGIES
- CONCLUSION
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INTRODUCTION

In this presentation, the computer game called Chain, developed by our team, will be introduced.

What is Chain Game

Number area of the board (10*16) is filled with 1, 2, 3 or 4 numbers with equal probability. Player can set the random number seed.

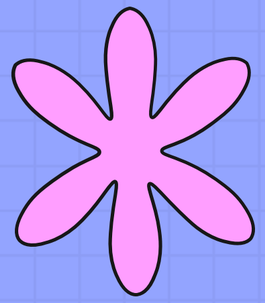
Player constructs a single chain by inserting + into the suitable places.

Difference between neighbor squares in the chain must be 1 (+1 or -1).

The score of the chain is n2 (n: The number of elements in the chain)

The chain is added to the table.
The chain disappears from the board.

Requirements



Single, Double, Multi linked list knowledge

Game information, Rules

Advanced knowledge of java

Task Sharing

Ramazan F. :Design of classes, data structures. Screen.

Ramazan D. : Table

Y. Emre :Scoring High Score Table.

Kerem: Chain constructing. Chain control.

Scheduling

In the first week, we discussed the required data types and created the classes we need.

The next week, we added chain operations to our code. Score functions have been coded and added.

In the last week, we finished the high score table and tested our code in the remaining time.

All tasks given in the project were completed before the deadline.

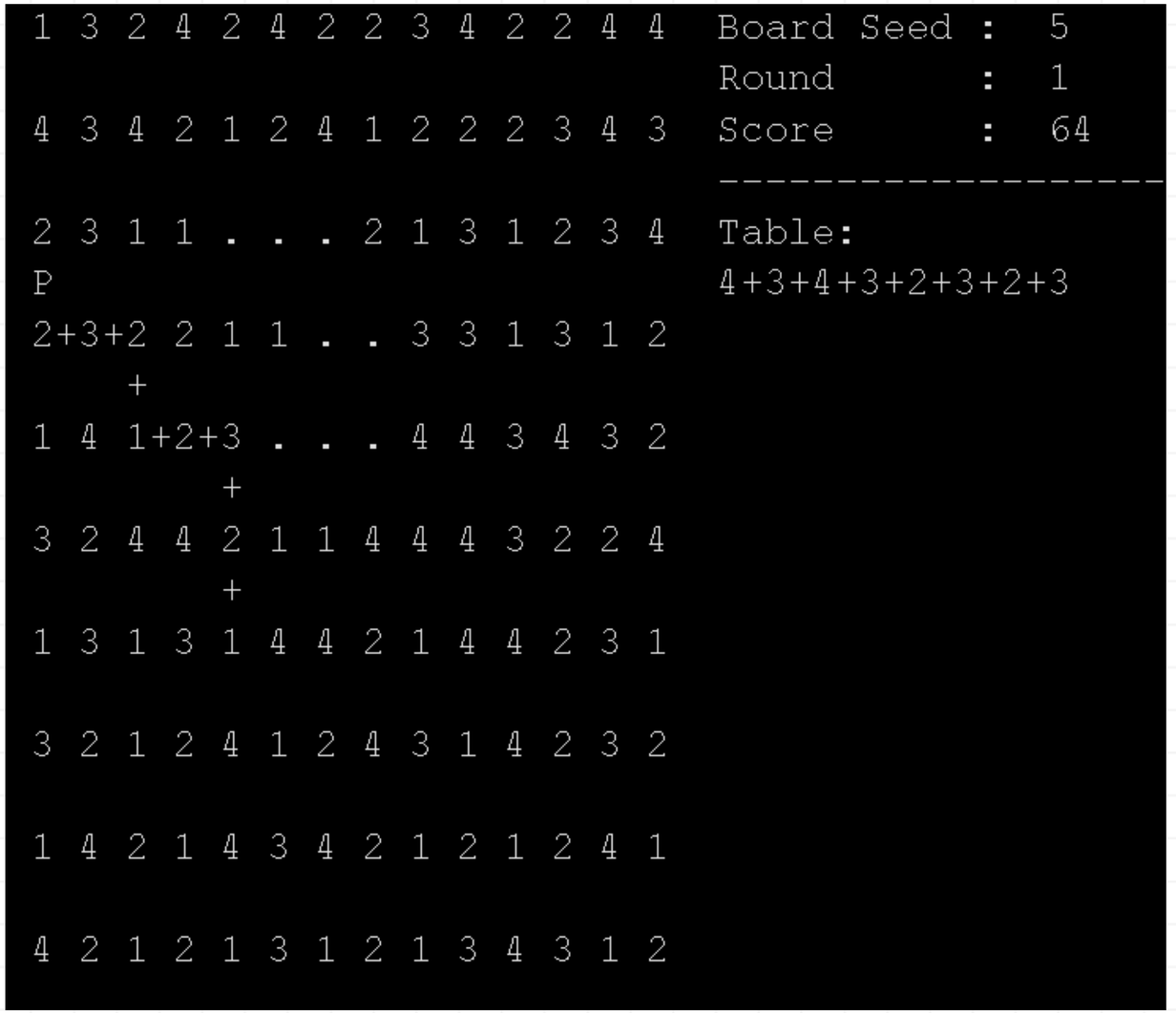
Problems Encountered

During the process of constructing the chain, some problems were encountered , but our teammates managed to overcome them.

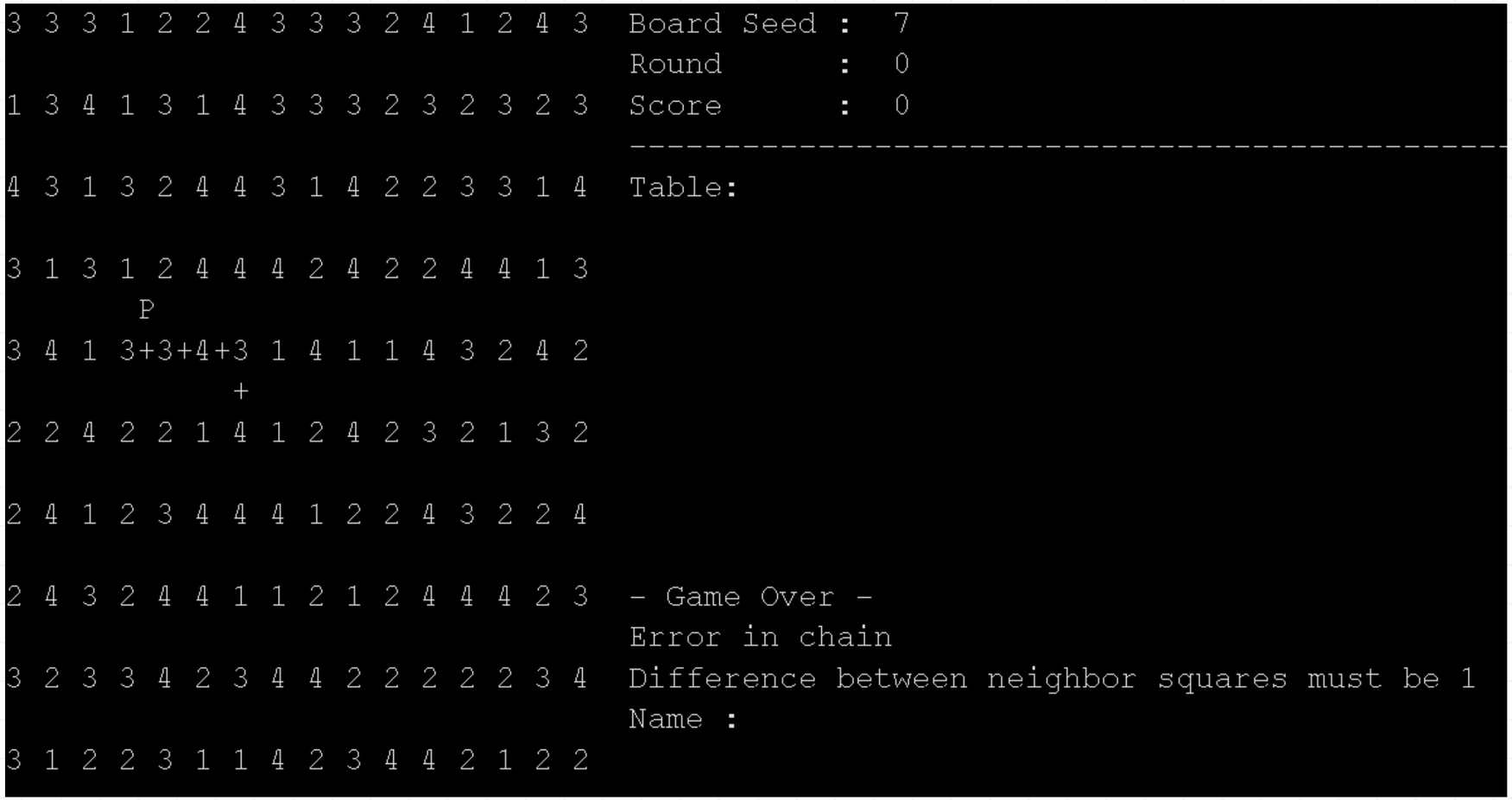
There was a problem with how to not allow the user to place the chain segments at the midpoints of the chain. This issue was resolved by hiding the beginning and end of the chain.

Errors were encountered in cases where the highest and lowest scores were obtained. Exceptions were made for this problem.

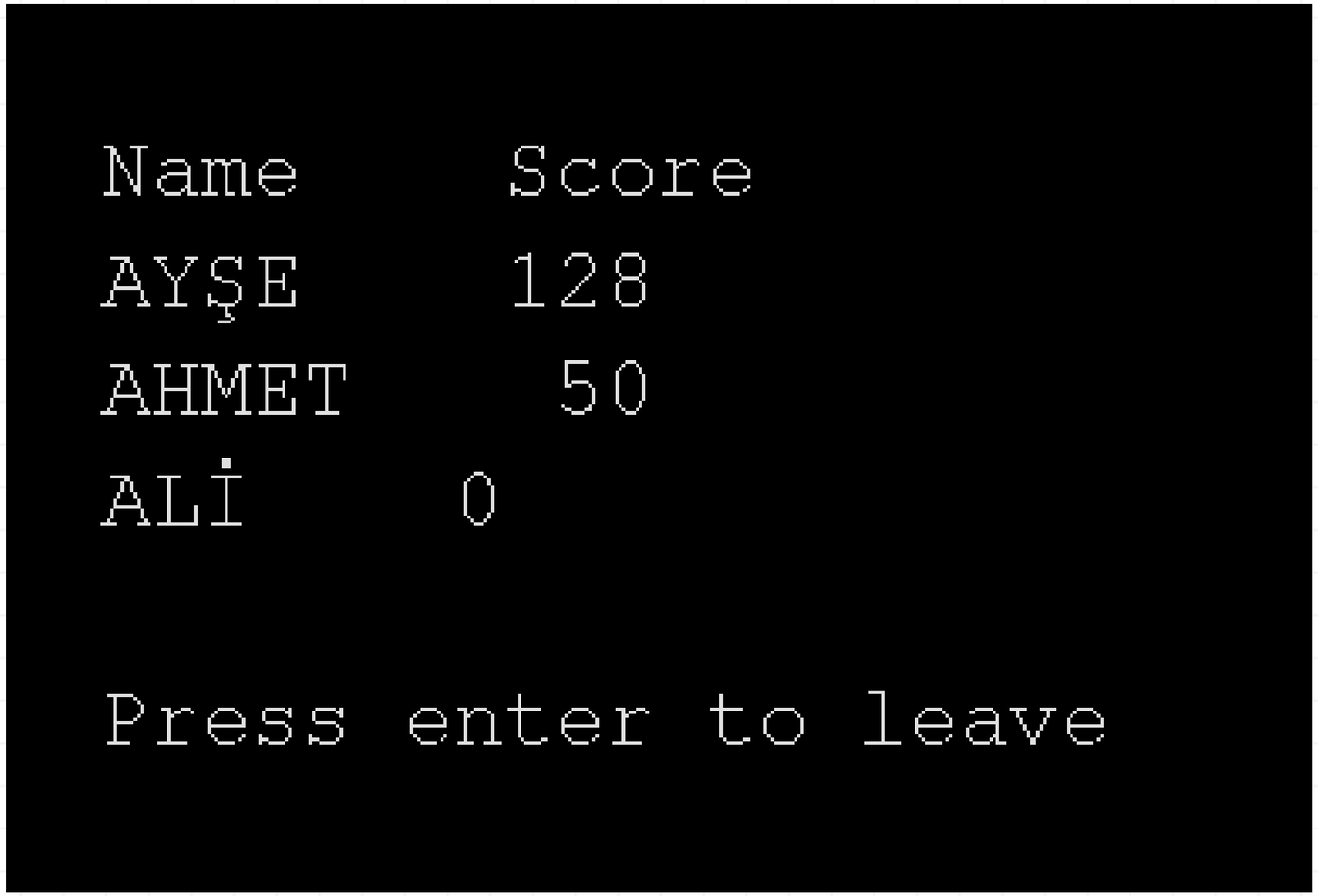
Screenshots



Screenshots



Screenshots



Algorithms and Solution Strategies

- Chain inserting/removing
- Score calculation
- Chain construction mechanic.
- Player movements

AS A CONCLUSION, TOGETHER WITH OUR TEAMMATES, WE SUCCESSFULLY COMPLETED THE PROJECT BEFORE THE DEADLINE AND DELIVERED OUR PROJECT.

QUESTIONS ?

References

- https://docs.oracle.com/javase/8/docs/api/java/util/Scanner.html
- https://docs.oracle.com/javase/8/docs/api/java/util/Random.html
- https://docs.oracle.com/javase/8/docs/api/java/awt/event/KeyEvent.html
- https://docs.oracle.com/javase/8/docs/api/java/awt/event/KeyListener.html

THANK YOU FOR YOUR PATIENCE