**DOKUZ EYLUL UNIVERSITY**

**ENGINEERING FACULTY**

**DEPARTMENT OF COMPUTER ENGINEERING**

**CME1251 PROJECT BASED LEARNING – II**

**PROGRESS REPORT**

**PROJECT – II**

**GRAVITY**

**by**

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# CHAPTER ONE

PROGRESS SUMMARY

## Work Done

Burak Kıyak: To give some examples, I worked in writing necessary functions,the endgame, player movements and boulder movement, boulder push and of course in the debugging proccess. However, these are just few examples. I participated very decisively in this project and helped all of my group mates, when needed.

Kerem Kalıntaş: I played a major role in the making of the project. I took part in most of the parts. But as an instance, I would say I contributed a lot in the timing and the pace of the game. I also wrote inputQueue class and “replaceRandomSquare” function. Apart from these, I always tried to be a team player and assisted my teammates.

Arda Aydın: Even though I have a lot of contributions to so many different parts of this project, I can still give some specific examples. For example I made a great contribution to the algorithms of backpack, input queue, character and computer movement and etc.

Emil Ismayilzada: I would easily say that I was part of the team in this project. I worked in many parts of the project, and helped my friends. Especially I worked in

making and filling inside of the map. Aside from that I worked on the algorithm of the boulders.

## Work in Progress

Emil Ismayilzada: I would not say there is a specific part I am working on right now. Even though we finished making boulders, I am trying a new algorith that could be more efficient.

Burak Kıyak: Actually, there is not so much to done, so,at present, I mainly try to clean and debug the code. But I want to doing menu in our games so I am gonna work

for that.And also I started to add comment lines to the code, which, I believe, are very crucial.

Kerem Kalıntaş: As a team, nowadays, we just try to review and debug our work. In this debugging proccess, I managed to remove so many errors, which were concerning us for a long time.

Arda Aydın: Right now, I am mainly concerned about the performance of our code, rather than any missing algorithm or part in it. Since, I can proudly say that, we are far more ahead of the actual timeline of this project.

## Work to Be Done

We almost finished the project, so there are not so much left to done. Currently, we try to optimize and debug our project.

# CHAPTER TWO

algorıthms and solutıon strategıes

Emil Ismayilzada:

Burak Kıyak: In ending the game we don’t know anything about enigma so I don’t know how to clear enigma. Then I convert map to empty square then I print.

Another algorithm is falling boulder. When I do that I had to pay attention to the order. Firstly I checked under the boulder is empty square or not. Secondly I check under is boulder or not. Lastly I checked player.Then I did movements of boulder.

Kerem Kalıntaş:

I wrote the “replaceRandomSquare” method to replace random squares with the given parameters. I created this method for replacing squares when the input queue is changed. It also functions as replacing random earth squares with a given square type. So it is being used in the “initGame” method also.

Arda Aydın:

# CHAPTER THREE

PROBLEMS ENCOUNTERED

Emil Ismayilzada:

Burak Kıyak: Firstly I want to boulder movements in boulder class. But I can’t understand why am I getting outofbounds error. Then I decided to do it searching boulders in map with nested fors.

Kerem Kalıntaş: Enigma window didnt shutdown after returning from the main. We wanted it to close when the user didnt wanted to play anymore. As the solution we wrote “System.exit(0)” instead of returning from main.

Arda Aydın: