

01. Create a small moving game using images to gaining Practical Knowledge about Flow Controls. That should have,

- Moving object (Main Object) with user inputs of different events
- Static objects should have to interact with Main Object
- Must have some different actions if the main object meets others.
- Use different formats of media in to Java (Images, Sound Clips, Flash etc..)
- Try to create Scoring system to evaluate user responses.

All students should be submit this assignment as a Compressed Folder (.zip) before due date. You can resubmit the assignments. Late submit ions will cut off your marks.

02. There's another thing you have to complete within this week is Use case Diagram and Interfaces of your Final Project. It must do after total Requirement analyze of your Project at client premises. Must declare all the interfaces you are going to present at final Project.

Available From : 16th Aug 2014 00.00 AM

Due Date : 21st of Aug 2014 11.55 PM

Preferred you can send via email (tonadun@gmail.com) .

