

Emma Hardison

Anjala Katuri

Katy Luttrell

Gabriela Tolosa Ramirez

CSCI 4448 – OOAD

Project 6: Semester Project – First Development Pass, Interim Report

Project Title: Cat Cafe

Work Done:

- Division of classes between Anjala, Katy and Emma – creating skeletons for all classes needed for the game.
 - Limited implementation of the classes depicted in the diagram below.
- Graphics done in Aseprite/Libresprite
 - Background for game play – Gaby
 - Characters – Katy
 - Drinks – Emma
 - Kitchen tools and counters – Anjala
- Front-end/GUI implementation by Gaby – using SceneBuilder and JavaFX to create a menu and a game play view.
 - Both views have their own custom title bars, with buttons for minimizing and closing the window.
 - Main menu has a play button to take us to game play, and quit to close the window.
 - Game play view includes the kitchen tools with interactive buttons as well as the counters.

Changes or Issues Encountered:

- Originally GUI/Front end was to be created in the LibGDX framework, however, there were issues with compatibility between MacOS, Windows, and Linux, so the project was transitioned to SceneBuilder and JavaFX.
- GitHub repository was reorganized to accommodate the transition.

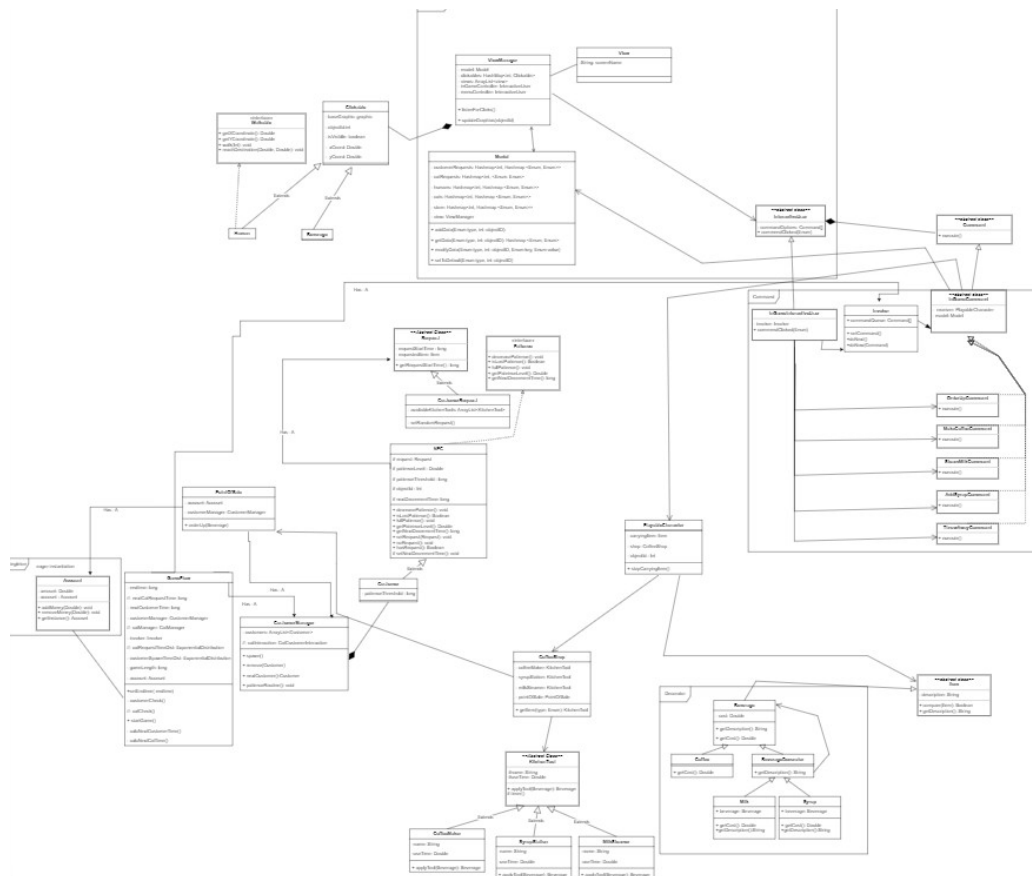
Patterns:

- Multiple Singleton classes to manage the game play.
- Progress on the command pattern that takes care of the user interaction.

Future Plans:

- Tie the GUI in to complete a simple game – customer spawns, barista makes drink, customer checks out and leaves.
- Implement level 1 cafe elements, then add the cat elements of the cafe level 1.
- Move on to add a level 2 and a level 3.
- Enhance the graphics and add finishing touches to the game.

Class Diagram – implemented so far:



<https://drive.google.com/file/d/1oDH4mUGjsP3YtNddUwC2c717eIq4D9AR/view?usp=sharing>