



CSE126
Computer Programming (2)

Programming Project
Simple 2D Game

Presented by:

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Professor

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❖ BRIEF IMPLEMENTATION DESCRIPTION

- **Target:**

Building a simple 2D game

- **Methodolgy:**

Java Programming language (swing GUI)

- **Implementation hierarchy**

- **UML Class Diagram**

attached UML_ClassDiagram.vsd file

- **BONUS features:**

- Multiplayer Support
 - Levels of difficulties
 - Hall of fame



❖ USER GUIDE

- Samples:

Attached in 'Samples' folder

✓ WORK ORGANIZATION SUMMARY

- Kyrillos Nagy (Head & Leader)

|| Key development || Project Integration || **Base** Logic Handling || **Base** Code Handling || Multimedia || **Base** Logic Flow ||

- Mohamed Osama

|| GUI Enhancements || **Base** Options || **Base** Interface ||

- Khaled Kord

|| Difficulty Enhancement || Code Handling || Logic Flow ||

- Mohamed Magdy

|| **Base** Multimedia || Code Handling || **Base** GUI ||

- AbdAllah Osama

|| Bricks Enhancement || || Code Handling || Logic Flow || Report ||



Thank You

