

BREAKING NEWS

2024

WEDNESDAY, FEBRUARY 7

1:30-6:00 PM

INTRODUCTION

Nanu Ravensburger finally release on Computer!
Multigenerational Memory Game for 2 to 4 Players
Author: Heinz Meiste



HOW TO PLAY ?

RULE OF THE GAME

24 round picture discs,
5 covers, 1 dice.



Place the five discs onto the pictures, roll the dice,
and depending on the color it lands on, guess which
picture is under that cover.

AT THE END

Player with the most
discs win the game.



OBJECTIVE

Create a computer-based replica of "Nanu"
Facilitate a comprehensive understanding of basic
and advanced OOP concepts.

METHOD

TOOLS



CONCEPT:

Gridpane (5x5), 24 pictures, 5 moveable covers,
shuffle button, answer textfield, submit button, dice,
and roll button.

IMPLEMENTATION

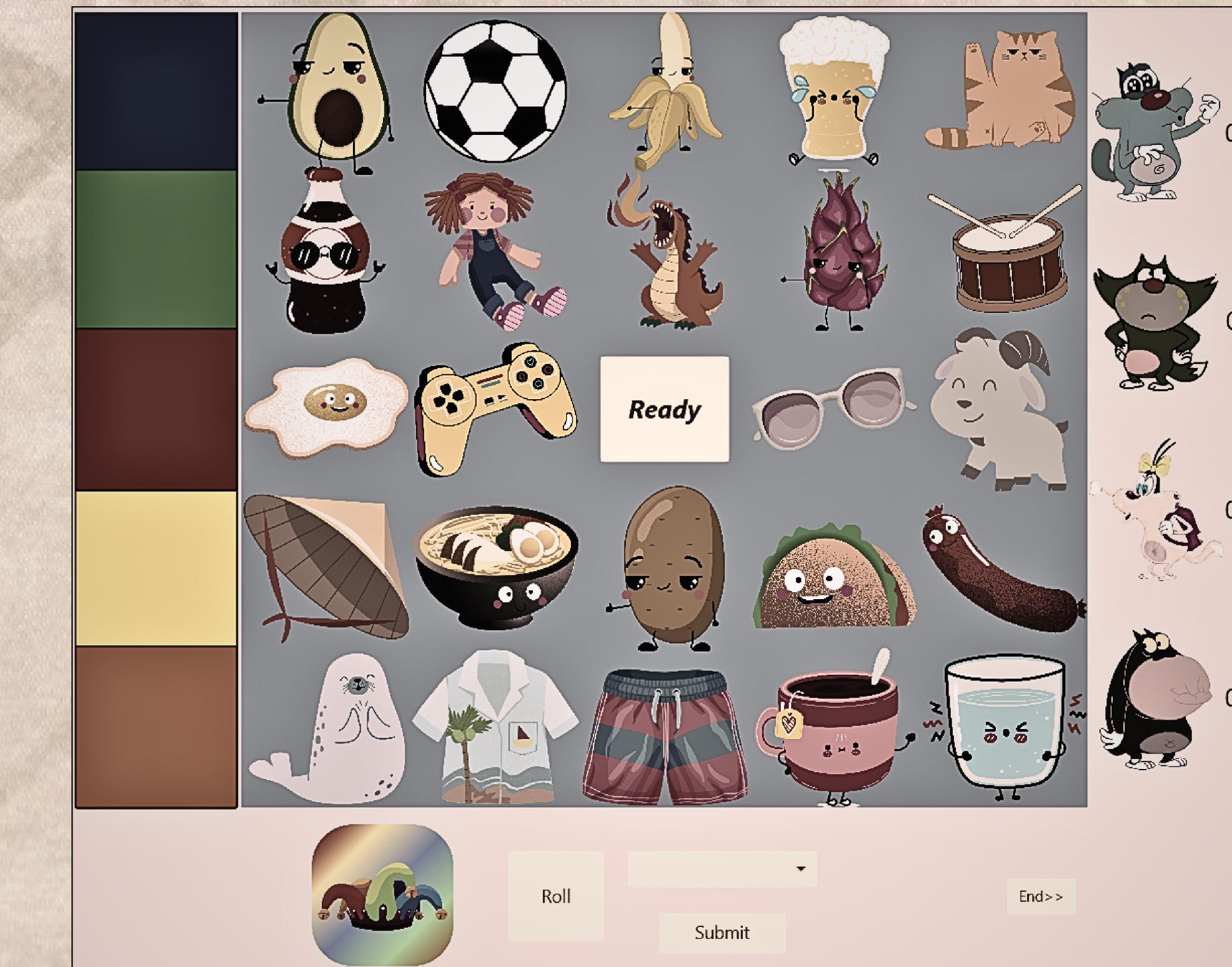
- 1 Developed the roll button functionality. Implemented the shuffle mechanism for 24 pictures.
- 2 Enabled five covers to be moveable.
- 3 Checked the picture under the moveable cover, updating the score and relocating the cover.
- 4 Introduced multiplayer features.
- 5 Added player selection, start, rules, and ending scenes, sound effects.

BY JAVA LIEBT DICH

CONCLUSION

- Successful replication of Nanu on the computer, up to a commendable 90% fidelity to the original Nanu game.
- Leveraged the modular and extensible nature of OOP to design a flexible and maintainable codebase for the board game.
- Enhanced problem-solving skills by addressing challenges using OOP techniques, contributing to a more robust and scalable implementation.

RESULT



- The transition from the answer textfield to a ChoiceBox aligns with user feedback, improving clarity and usability.
- The addition of cover animation contributes to a more intuitive user experience, providing clearer cues for required actions.

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