

The background is a dark purple gradient. It features several abstract geometric elements: a large dark blue circle in the center containing the title; a pink circle with diagonal stripes on the left; a blue circle with diagonal stripes on the right; a yellow zigzag line on the far left; a yellow triangle with a dashed orange border at the top left; a pink triangle with a dashed pink border at the top right; a yellow triangle at the bottom left; a pink pentagon at the bottom right; a yellow triangle with vertical stripes at the bottom right; a blue circle with a dotted pattern at the bottom left; and various dashed lines in blue and pink forming circles and triangles.

Chain Reaction

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IMPLEMENTATION

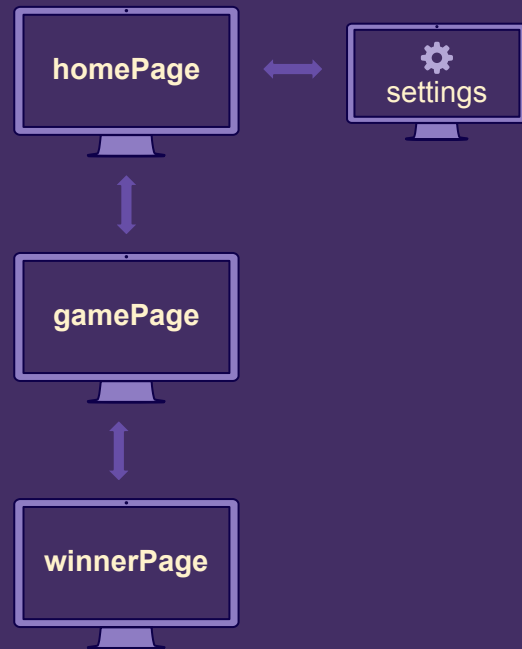


- Design Patterns

- Chain Of Responsibility
- Facade

- Implementation Details

- class `homePage` : Start Page
- class `gamePage` : constructs Chain Reaction Game
- class `settingsPage` : contains all the color choices for a player
- class `winnerPage` : declares the winner at the end of the game
- class `undoHandler` : enables us to undo the last move
- class `resumeHandler` : enables us to resume the last closed game
- class `resetEvent` : To reset to a new game in midst of any game



ISSUES



- Issues in Animation

- We could not implement the visible animation while exploding.
- Major animation changes while addition of an orb in the cell in the cell

- Other Issues

- Repeated resets with choicebox dropdown
 - Use of MenuButton Instead of ChoiceBox

WORK DISTRIBUTION



Pulkit Madaan

- Backend Algorithm & Design
- Frontend Design
- Page Linking
- Modularity



Gyanesh Anand

- Frontend Design
- Settings & Animations
- Java Documentation
- Testing



BONUS



User can undo even the winning move.

The Winner can go back to the game even after he has been declared the winner & continue the game.



THANK YOU

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