

# Chain Reaction

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# IMPLEMENTATION

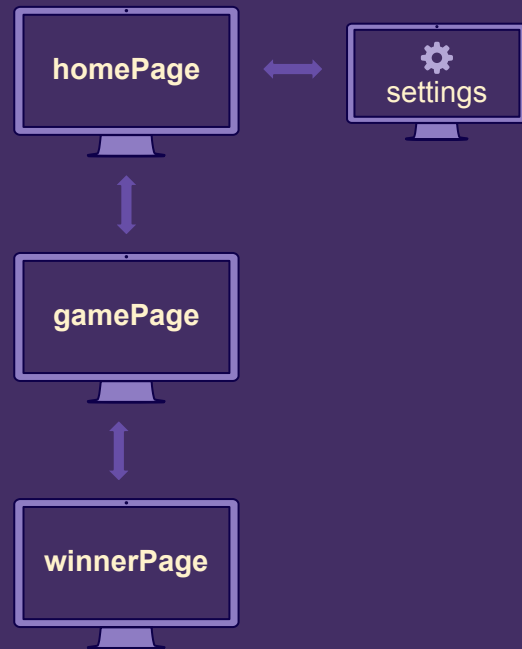


- Design Patterns

- 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
- Animations
- Java Documentation
- Testing

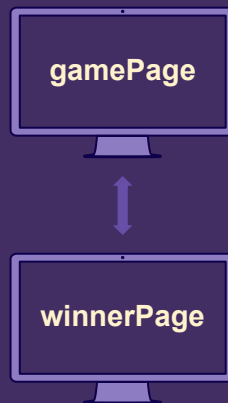


# BONUS



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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