Set Up Game on Eclipse using JavaFX:

Step 1: Go to help > Eclipse Marketplace > install e(fx)clipse plugin.

Step 2 : Then go to file>other>JavaFX project .

Step 3 :Download JavaFX on your computer from internet.

Step 4 :Then go to Window > preferences > type user> java> java Build Path >User Library >click New and name it(let's say JavaFX) .

Step 5: then go to Javafx location in your folder> then copy go to lib and copy it's path .

Step 6 : Then click on JavaFx> Add external jars > copy the path of lib selected > then click apply and close .

Step 7:Go to the code folder on the eclipse>right click > build path> configure build path > libraries> class path > add library > user library> add library just created > click apply and close.

Step 8: Got to run icon > run configurations > java application >main.java> arguments > type --module-path "path to the lib folder of javafx " --add-modules javafx.controls,javafx.fxml In VM arguments> click ok .

Step 9: Now run your code and it will display the game outputs.

How to play this game

This hand cricket game requires two players. Both the player uses figures and consider them as one to six points . If a person has first finger hand gesture , then he gets 1 point , two fingers hand gesture gets two points and so on six fingers hand gestures gets two points .

The allowed hand gestures are shown below :

One . This has score =1

Two . This has score =2

Three . This has score =3

Four . This has score =4

Five .This has score =5

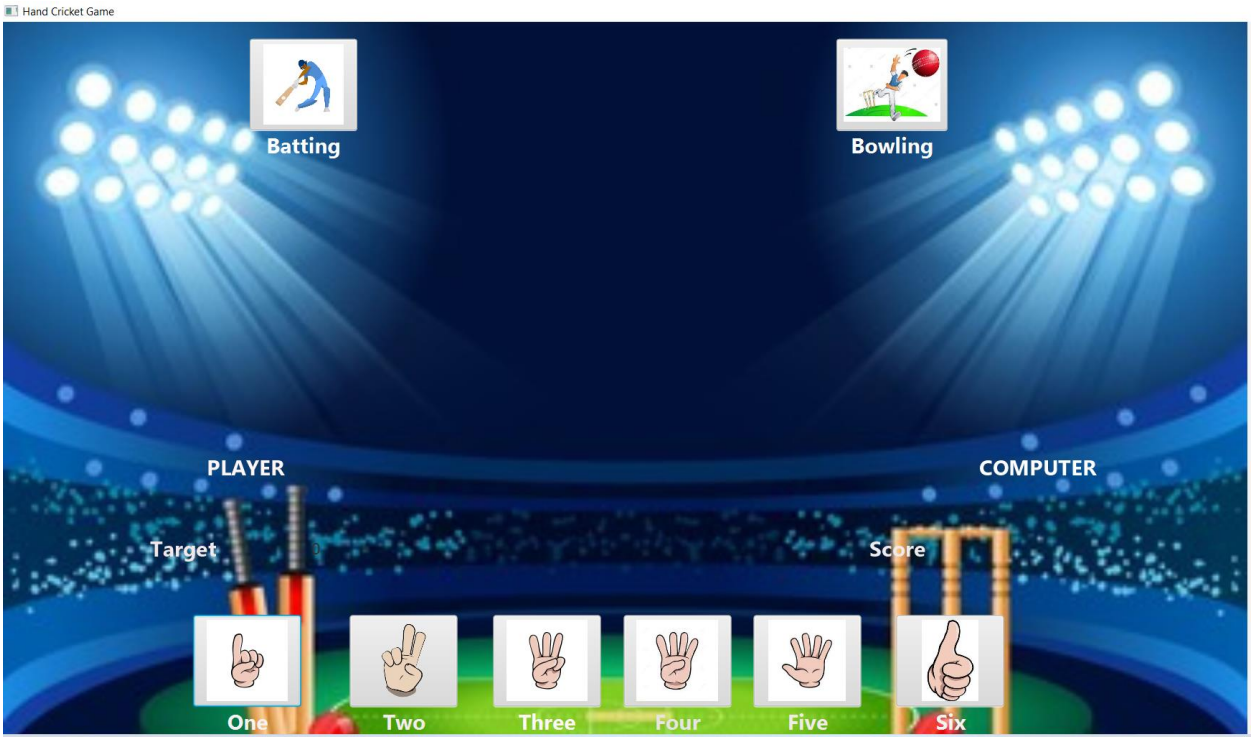
Six . This has score =6

Here we play this game with the computer . Player will be given a choice to choose either batting or bowling first . If the player choses batting , then the computer will be bowling.

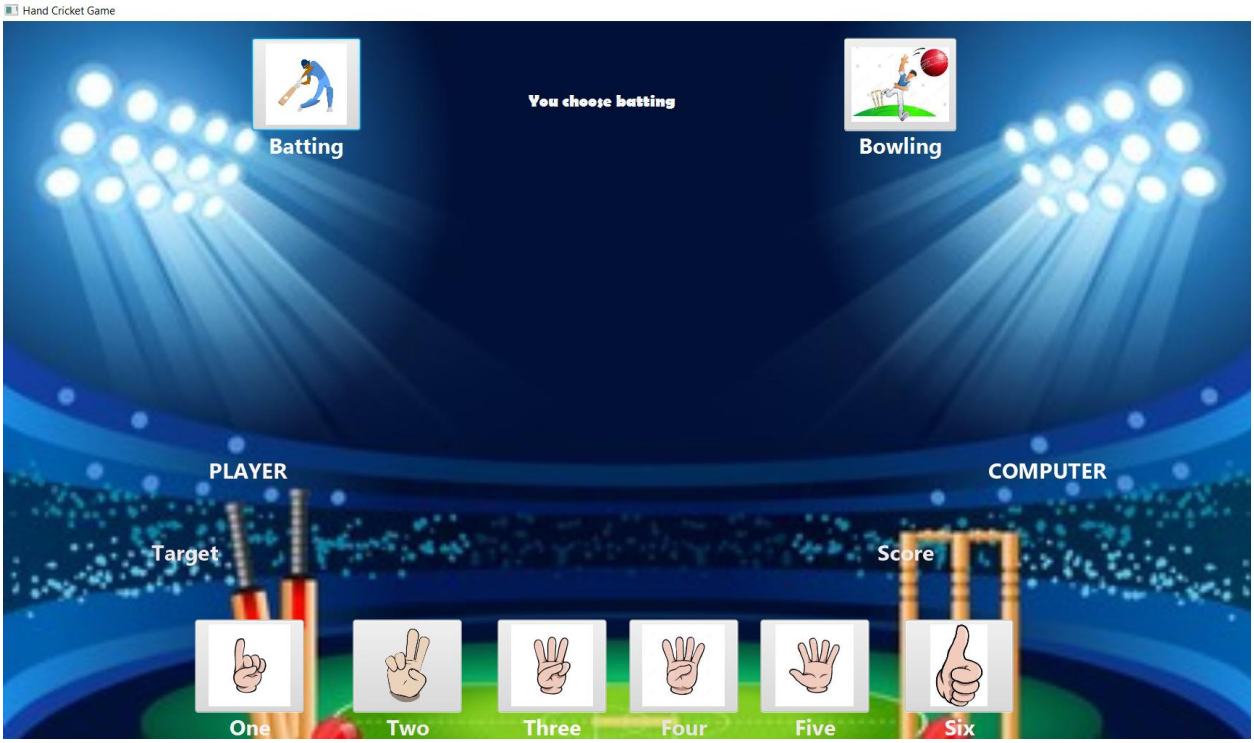
Player chooses batting, then will count the scores of the player till the player and the computer have same hand gestures . When the player and computer have same hand gesture , player will be out, and computer will be batting now . Then game will continue till the computer scores exceeds and the player score or if the player and computer have same hand gesture .

If computer and players scores are equal then then then it's a tie else if computer score is greater than player score , computer wins and vice versa .

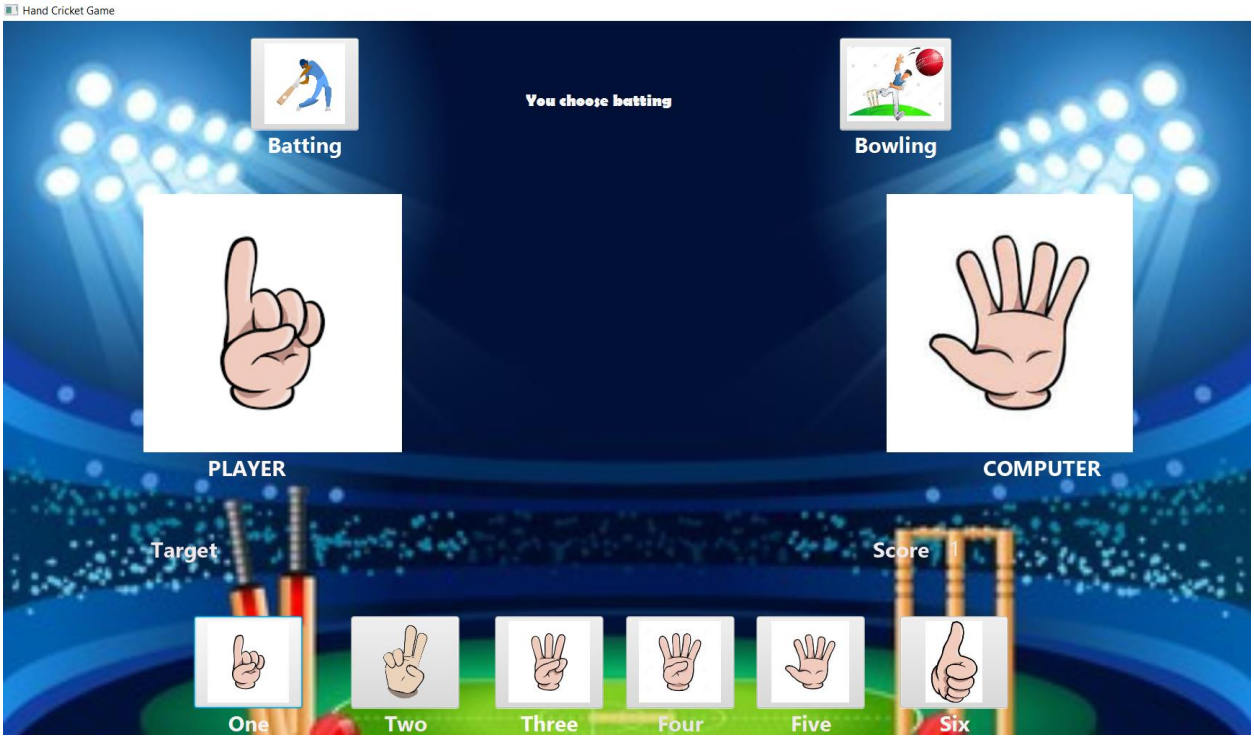
The following are the game outputs :



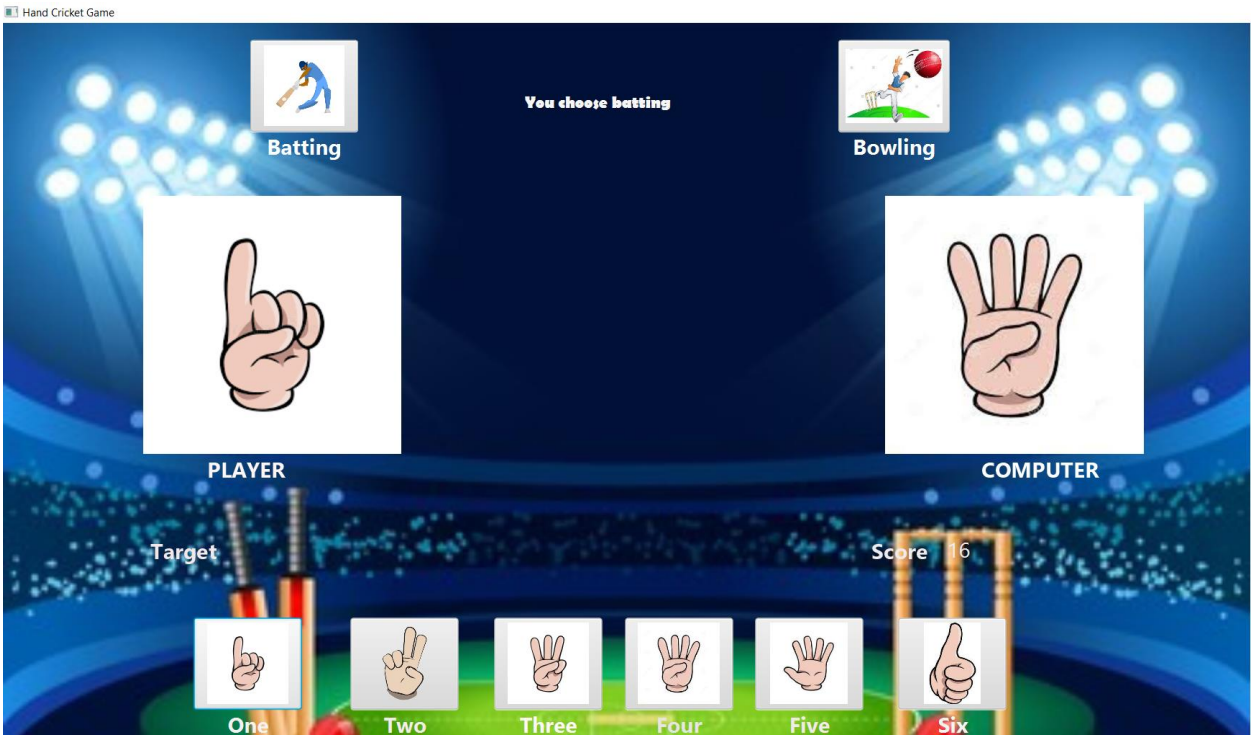
You choose batting:



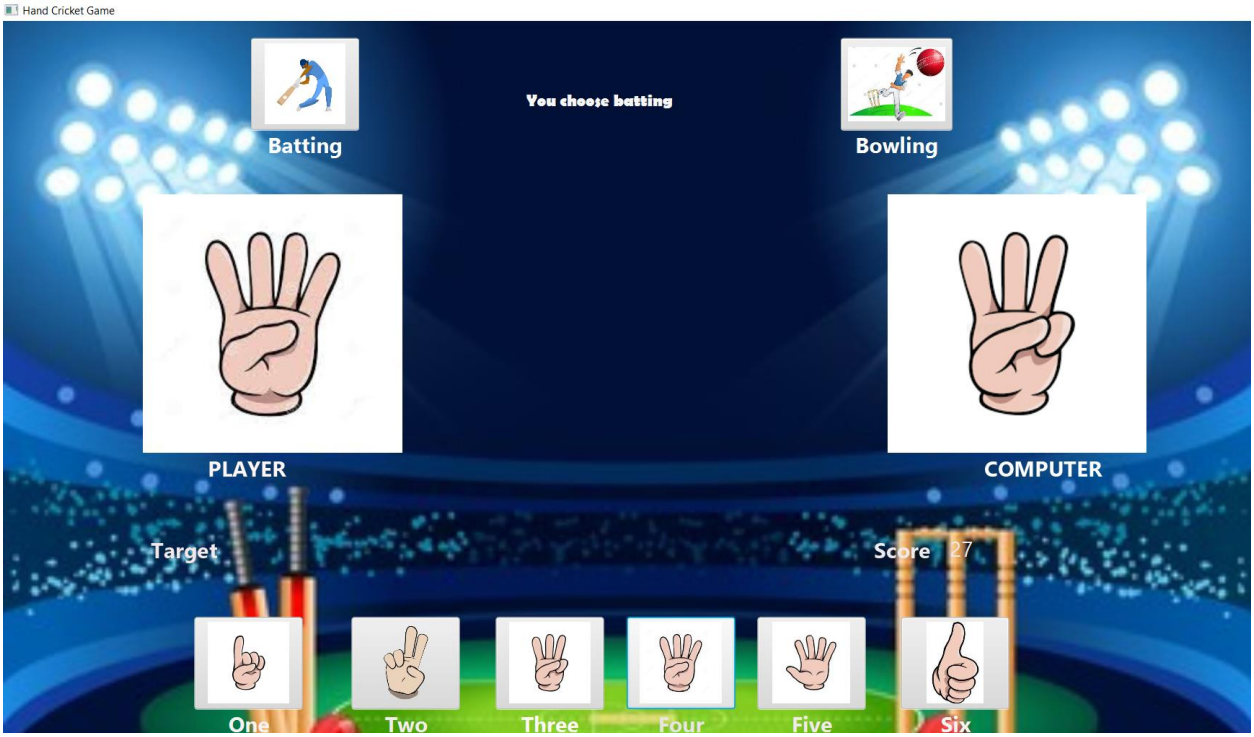
First Player Play:



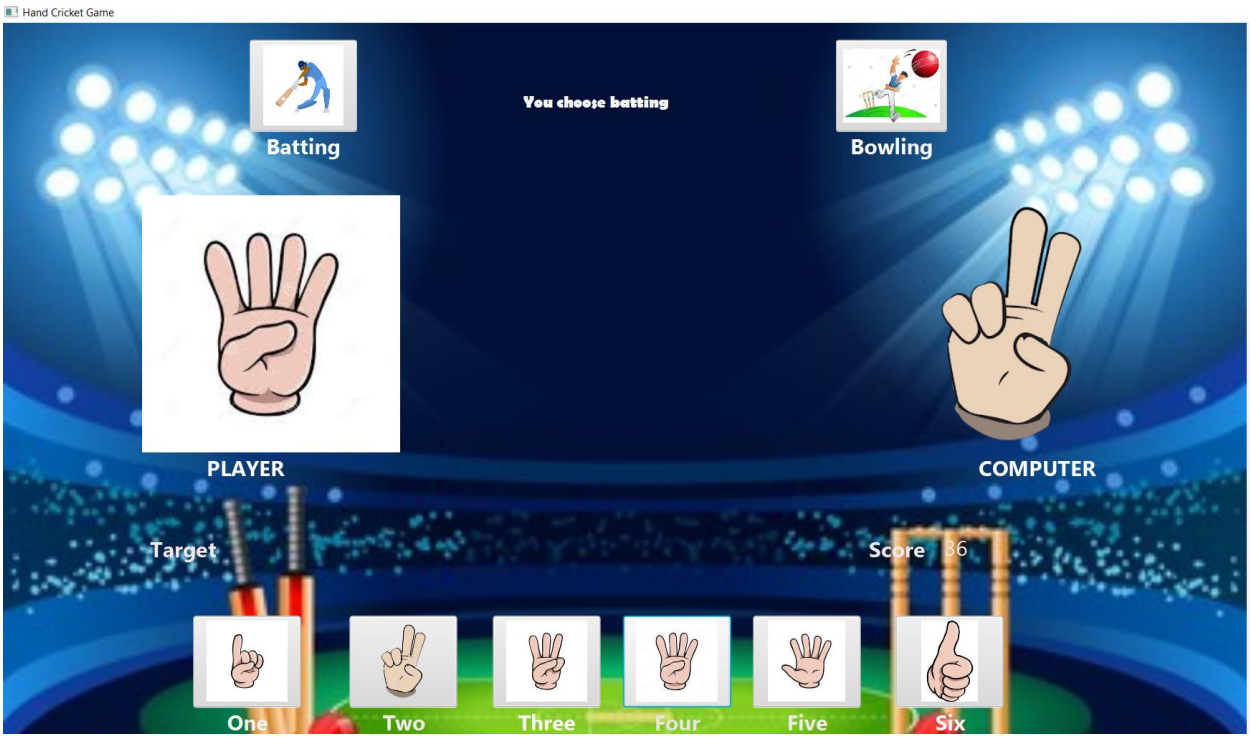
After many palyer plays :



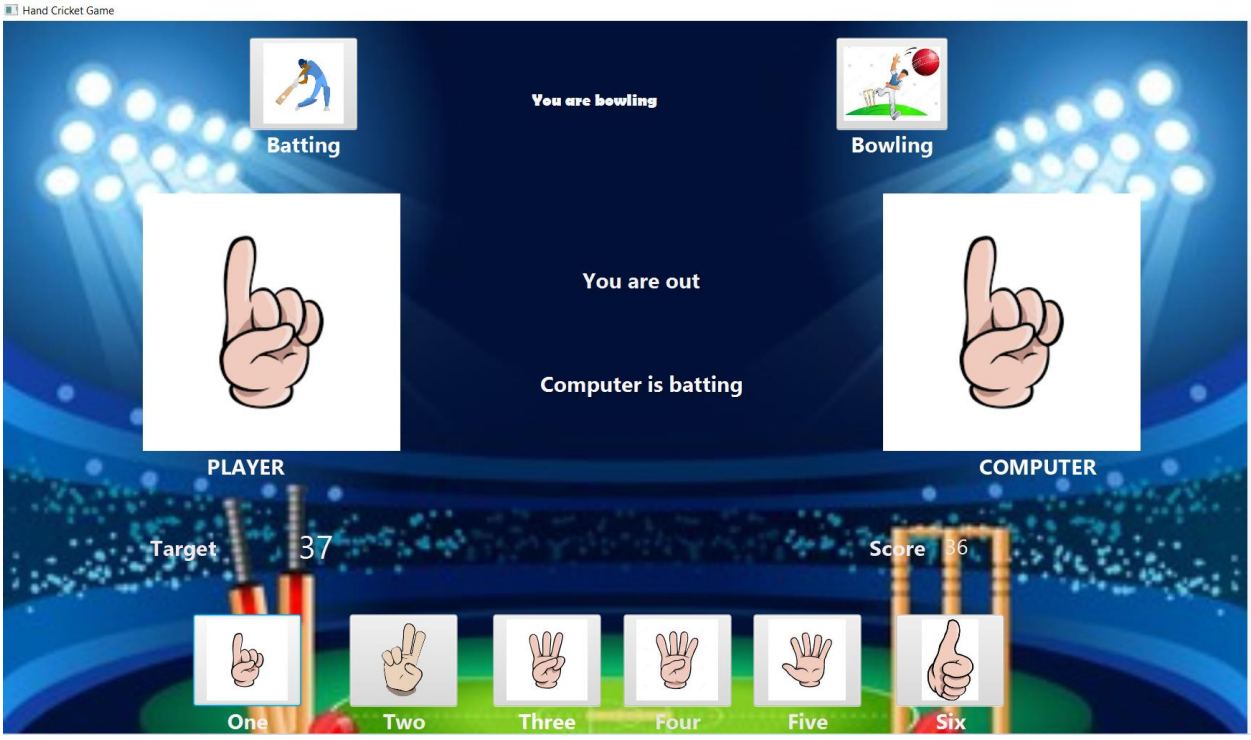
After many palyer plays :



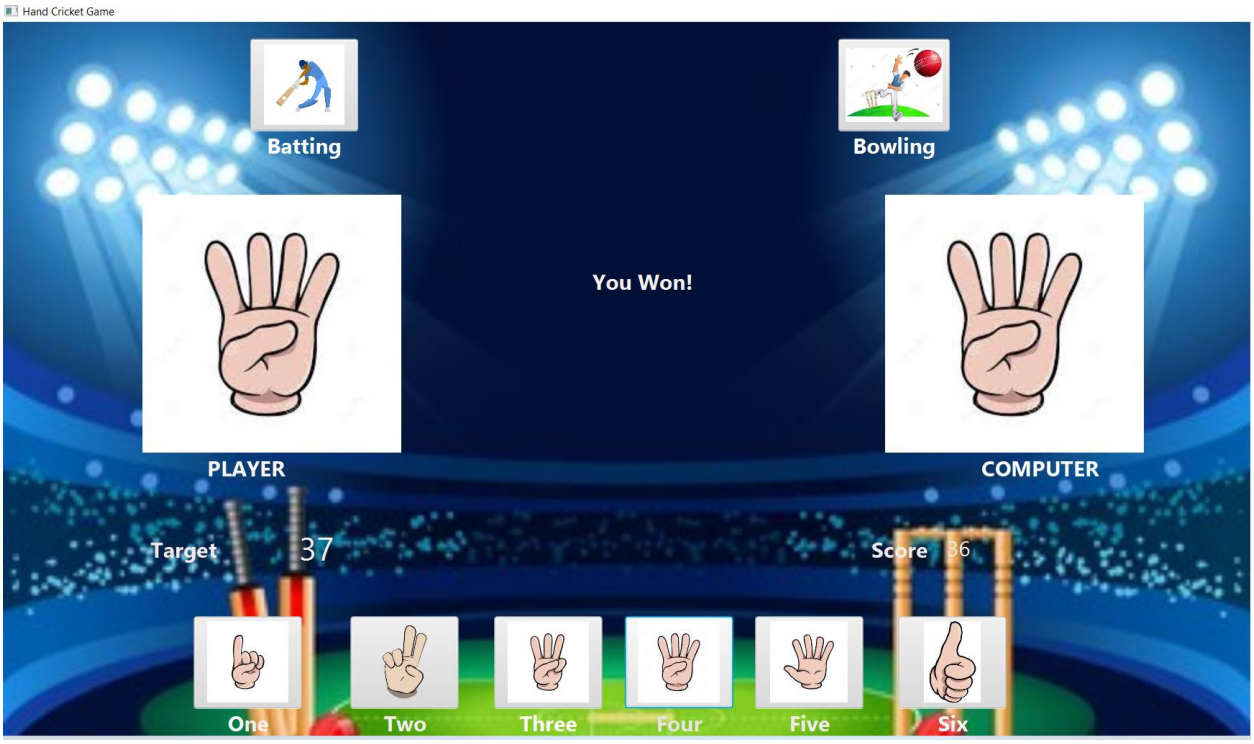
After many palyer plays :



Computer and player got same finger gestures :



Now computer is batting :

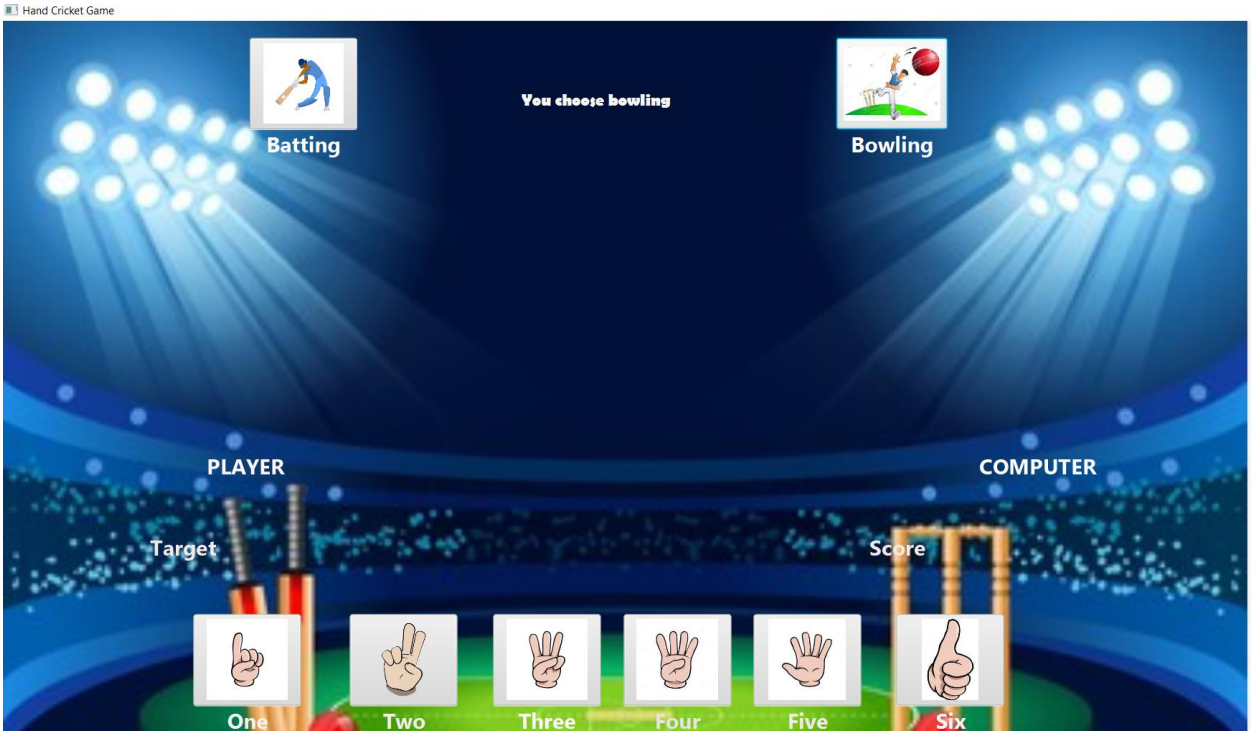


Since the computer and player got same finder gestures , computer is out.

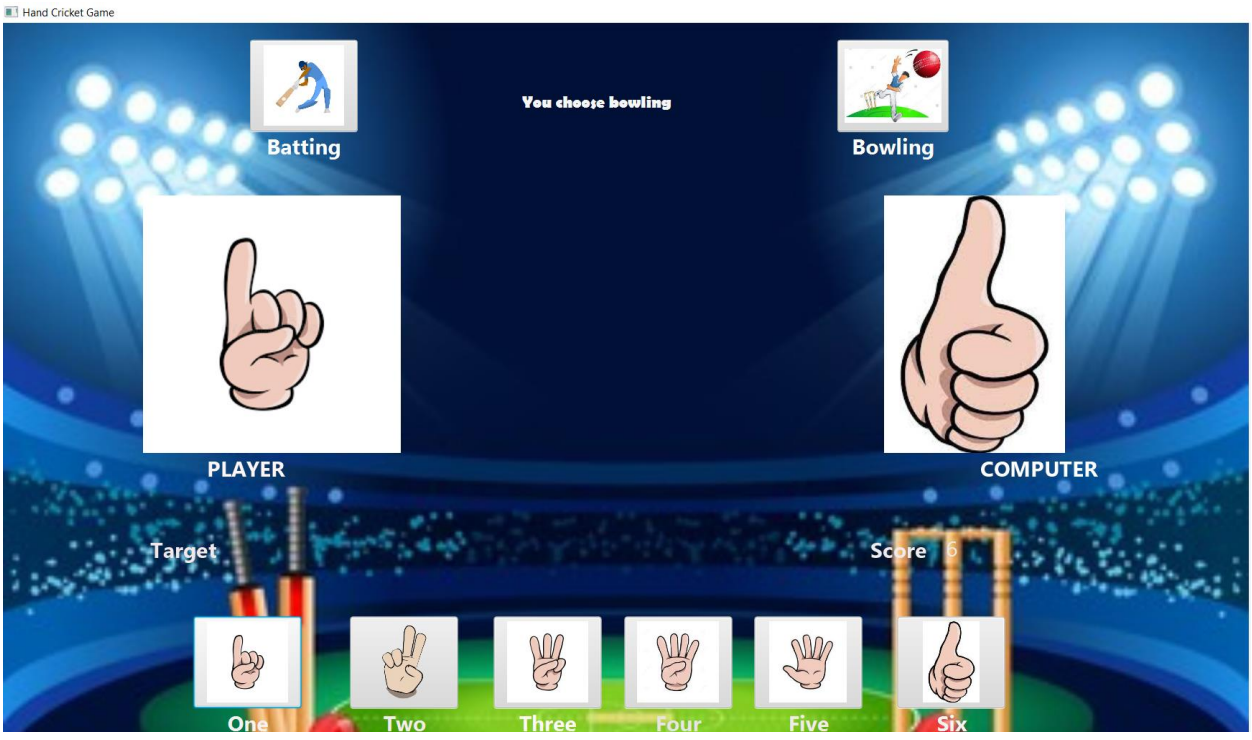
Target of computer(player score+1) > score of computer , hence player wins .

Next Game :

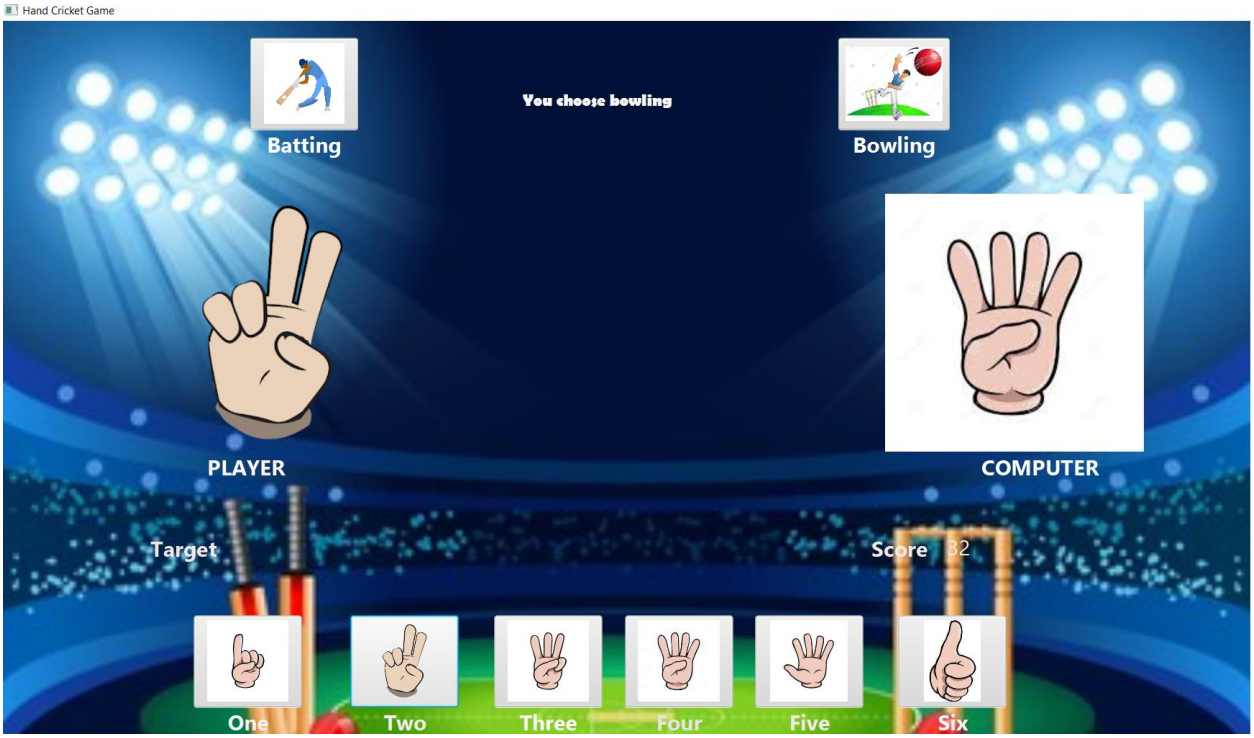
You choose bowling:



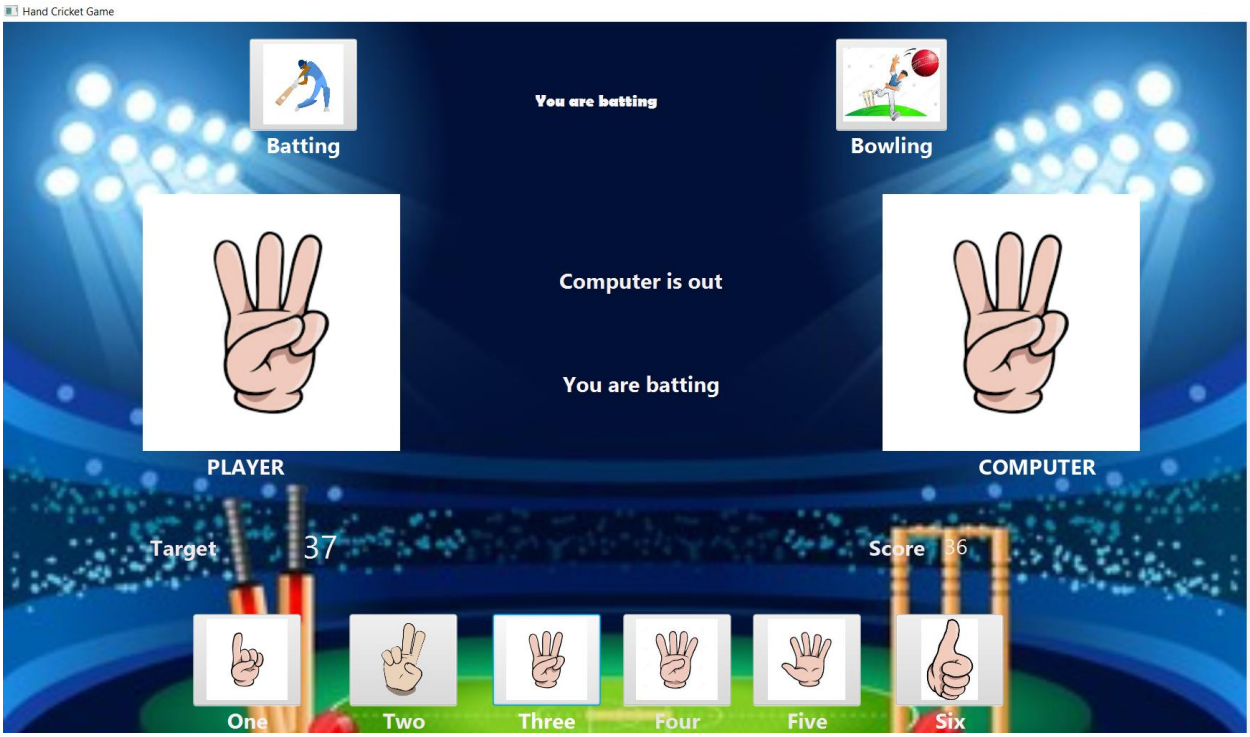
First Computer Play :



After many computers plays :



Computer and player got same finger gestures :



Computer is out , now player is bowling:

Since the computer and player got same finder gestures , player is out.

Target of player(computer score+1) <score of player , hence player loses .

Software Process :

For this game agile software process was used . Agile was chosen because it breaks down the work into smaller tasks which eventually helped me in reaching the deadline for this game . First step was taken to decide the plan and implement its requirements .Then design of the game was decided and implemented with the help of javafx. Then game was developed and then testing of the game was done. I used Kanban method to implement this game . It heled me to visualise my game and helped in keeping track of my work . Challenges faced during test automation were to check the accuracy of the game . Testing was needed to be done to see if the playball method where computer chooses the out with the help of javafx goes as excepted or not .The same test goes with the computer play method . Then there can be another test method to see if it displays correct wins , outs and tie program if required. Testing was difficult since the code includes javafx program.