Bilkent Univeristy

Computer Engineering

CS319 – Section 2

Object Oriented Software Engineering

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Implementation Report: First Draft

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Bubble Popper A Project By Group 2-I

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Implementation Report

1. Implementation Approach

Initially we used our design report as a reference in creating the classes of our project. We had weekly meetings to construct an overview of our implementation and then began to code the classes individually. From our design report we continued with the MVC model. We chose the Eclipse IDE to code on due to its ease and convenience in terms of usage. Since we worked separately on different classes we used EGit which is a plug-in for Eclipse that assists us to pull, push and commit files to our repository in Github easily. For the graphical user interface implementation, we are using Swing and AWT, which are Java libraries. After this we will continue to work on classes individually that have been divided among our group and will use the EGit to help keep the latest updated version amongst each group member.

2. Changes in Design

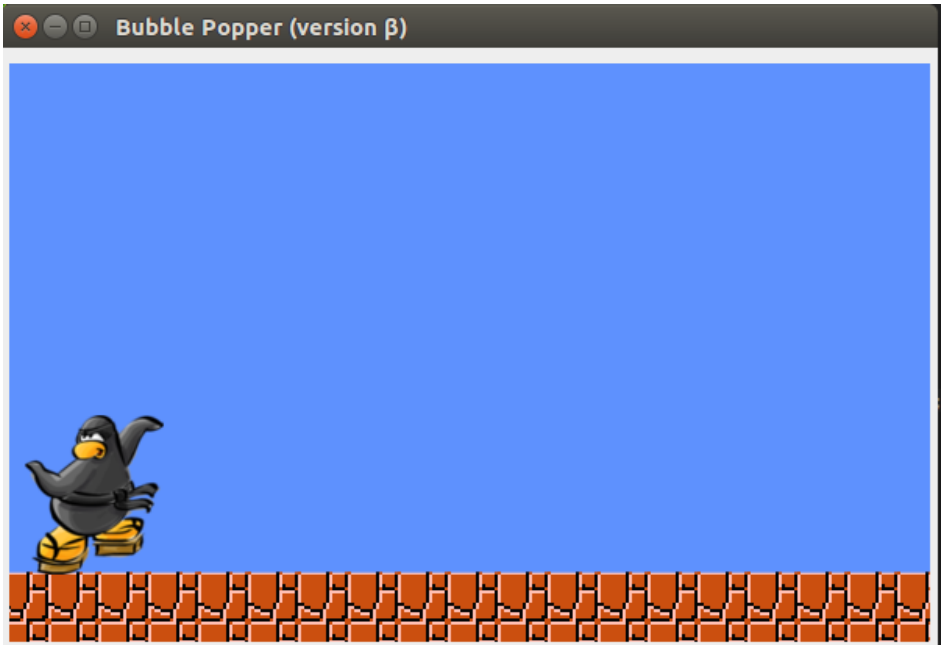
1. In our design report we designed the user interface subsystem so that upon requesting to change the panel, (such as showing credits from main menu) visibility status of the panels were going to be adjusted so that the desired panel would be displayed. However, while implementing we changed the design execution so that the actual gameplay and menu navigation are in separate frames.
2. In our Analysis report we mentioned the usage of JavaFX for graphics. However, in our implementation we decided to use Java GUI libraries due to simplicity and ease of our application.

3. User Navigational Guide

As BubblePopper is in the earlier stages of implementation, main frame with menu option "Play" and the basic playing frame with the instantiation of a player object is created up to this point.

Using the play button seen below, new frame containing the panel that shows actual playing of the game is created. The other buttons and panels corresponding them will be added later, as they are similar to this one and easier in implementation.

The frame shown below will be used in actual playing of the game. At this point only instance of player class in GameEntities subsystem is created and given abilities to move using arrow keys in keyboard. Other objects will be added to this panel and interactions between them will be handled after implementing GameManagement subsystem. At this point, interactions between GameEntities and UserInterface is tried to be achieved via creating and giving functionalities to the instance of Player object.



4. Conclusions

This report is intended to explain the background of arriving at our desired implementation procedures. It explains the progress of our implementation to this date and how we will proceed in the future towards the end of our project. Additionally, we have stated the alterations from the proposed design in our design report and the actual implementation of the application. We have been learning how to work and cooperate in a team and effectively have a well-designed end product.