



Bilkent University

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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Table of Contents

Table of Contents

1. Implementation Approach.....	2
2. Changes in Design.....	2

Implementation Report

1. Implementation Approach

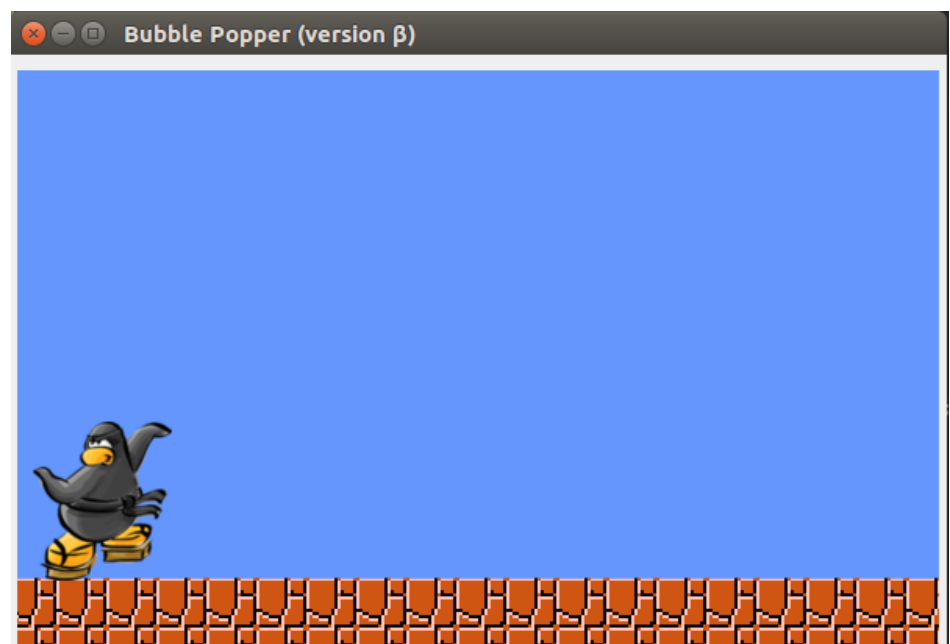
Initially we used our design report as a reference in creating the classes of our project. We had weekly meetings to construct an overview of our implementation and then began to code the classes individually. From our design report we continued with the MVC model. We chose the Eclipse IDE to code on 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



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.