Project Report

This game was created for me to understand more of the OO concept in java also me learning how to use Java library efficiently. My first initial thought was for me to make a battleship copycat with my spin on it type of game but with further consideration due to my limitation of Java knowledge I was not able to structure it all in time so I had to scrap that project and change it into something much easier.

Pong was born it took a huge inspiration of the arcade game pong due to me was fortunate enough to play it as a kid with my dad. The spin that I took on the game was it will be a singleplayer game and you are able to move your paddle to the other. The goal of the game is to keep the ball moving and not letting it go out of bounds. Due to my little knowledge of swing, I choose to use fill rectangle and use a fill oval for the ball. This had some problem due to how the game computes coordinate it might look like the ball is clipped or the paddle moves out of frame. I have tried my best to limit it but there was still some visual bug. One of the main problem I face was my lack of understanding JFrame and JPanel rather then having one frame I choose to create new frame every time the user changes the phase this creates a huge problem with users with a lower spec pc due to the game will be very slow(there is a bug I could not fix was there is still one visible frame while you are playing the game). My other main concern is database I was initially was going to take users name but due to the problem I had with JFrame, I was not able to implement it. I chose to go with just displaying the new high score to beat and your current score while playing, in addition, the users have 3 life while playing. I have utilized thread on the Main Menu the background balls all uses thread to run.

In conclusion, I would say the result I have is not up to my standard and initial goal but the journey I took have helped me understand many Java library, how to structure your code, improve gui and the most important part for me how to handle data in an efficient way. This game will forever change my point of view of a game developer and the process they go through to produce a game for us to play.

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