Let's play Jeopardy

Team 5

INTRODUCTION	UML DIAGRAMS	CLASS DIAGRAM I	CLASS DIAGRAM II	CONCLUSION
10	10	10	10	10
20	20	20	20	20
30	30	30	30	30
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TEAM MEMBERS!?

Answer

Ajay Modi
Chandana Rao
Natasha D'Souza
Tushara Arakkan
Vaibhav Agrawal

FEATURES!?

Answer

- Timer
- Introductory screen that lets the user chose the topic on which the Jeopardy game will be played.
- The game helps students revise the important topics and quickly go through questions that will help test and improve the student's preparation

LATEST ADDITIONS!?

Answer

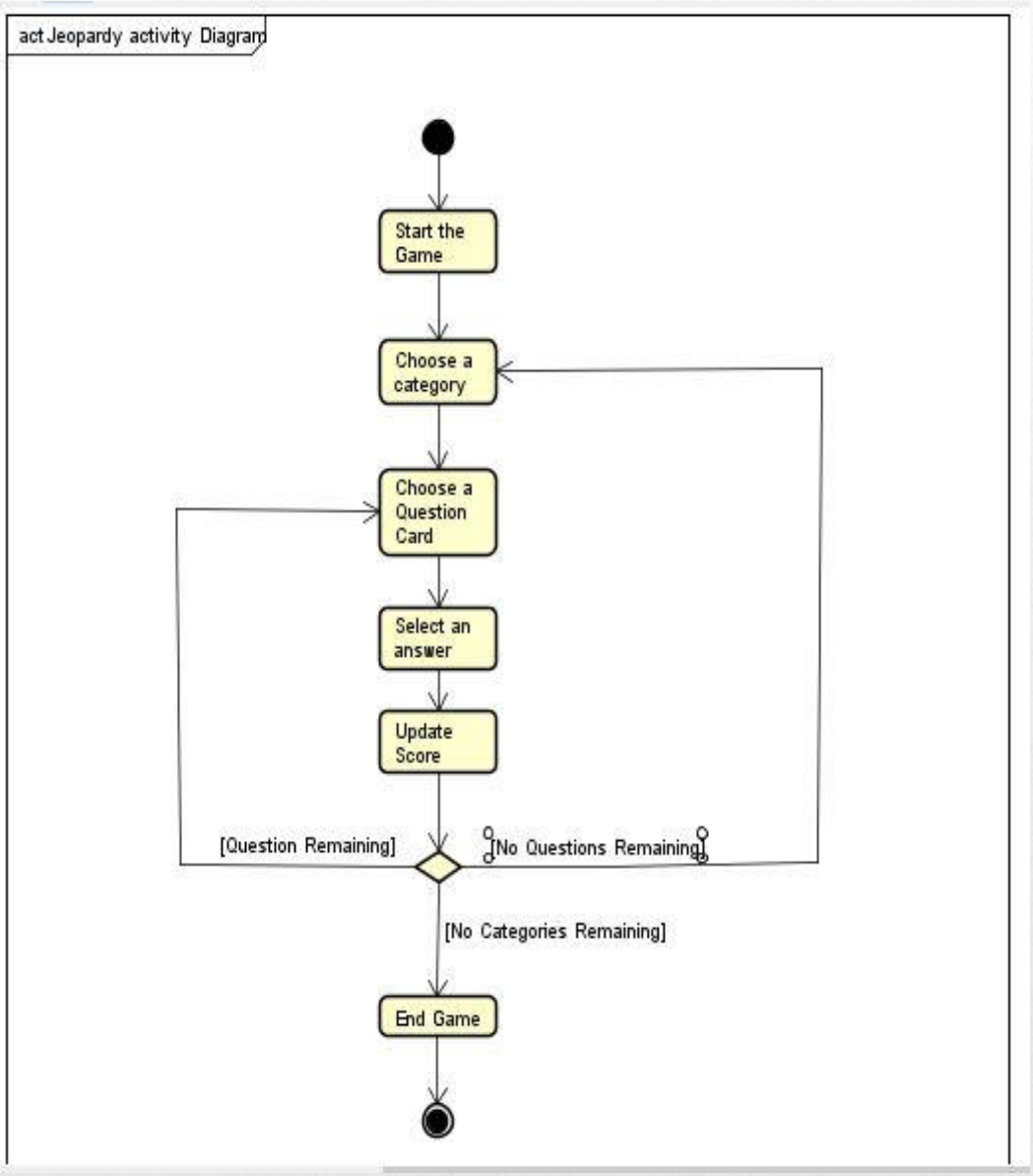
MULTIPLAYER OPTION – what better way then to challenge your friends to a study match!

SOUND EFFECTS – to make things interesting!

Answer

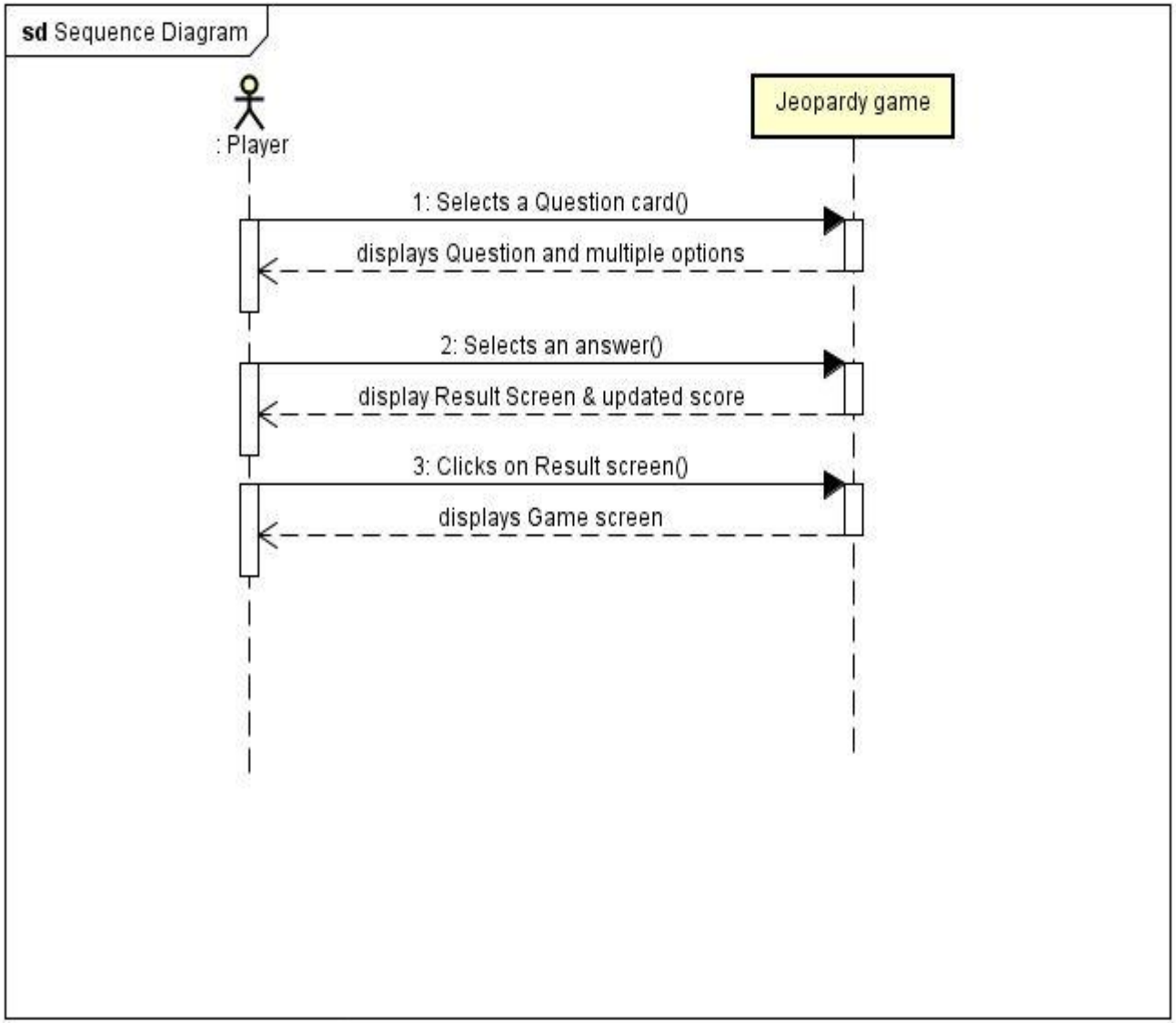
ACTIVITY DIAGRAM

Answer


act Jeopardy activity Diagram
Start the Game
Choose a category
Choose a Question Card
Select an answer
Update Score
[Question Remaining]
[No Questions Remaining]
[No Categories Remaining]
End Game

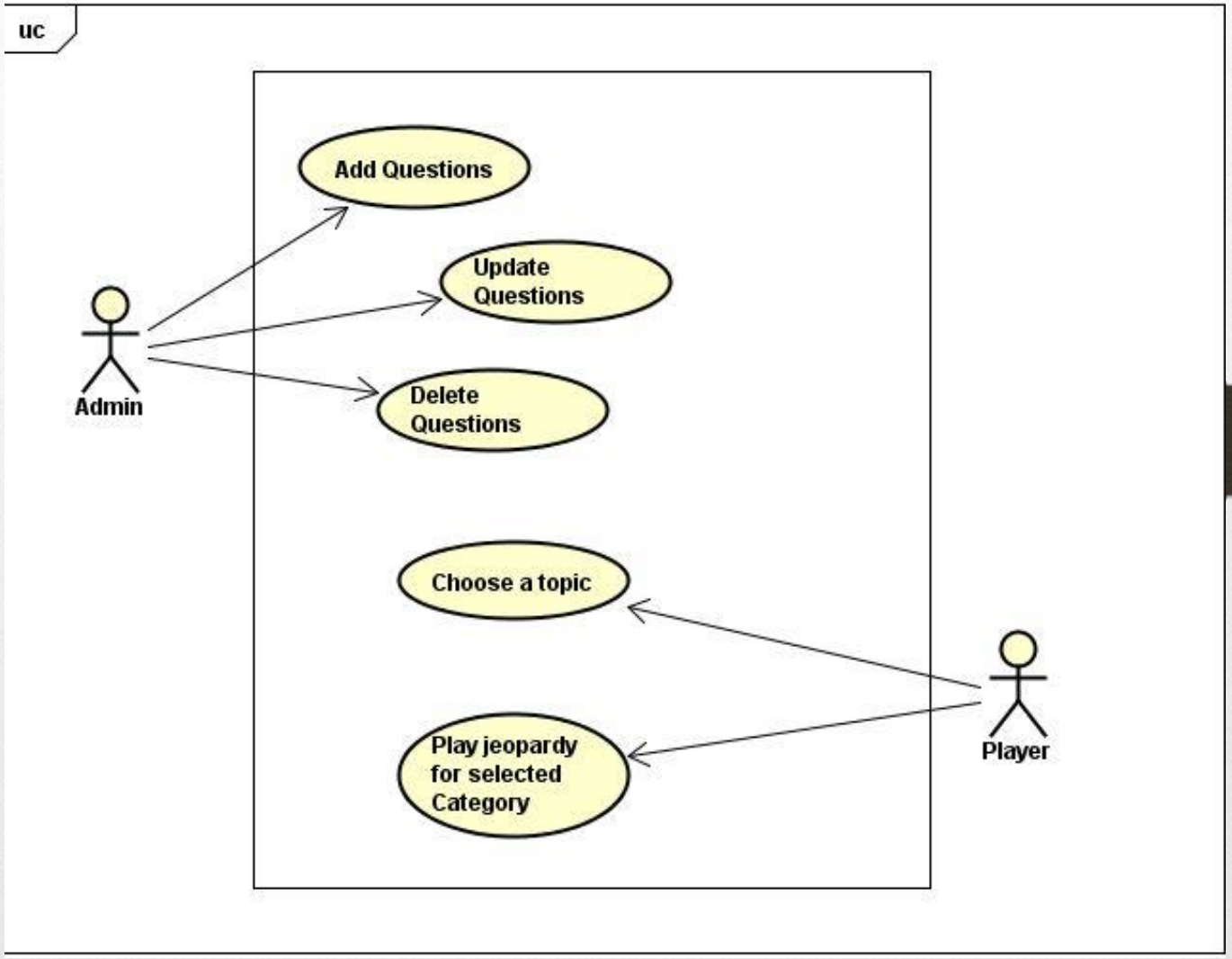
SEQUENCE DIAGRAM

Answer


sd Sequence Diagram
: Player
Jeopardy game
1: Selects a Question card()
displays Question and multiple options
2: Selects an answer()
display Result Screen & updated score
3: Clicks on Result screen()
displays Game screen

USE CASE DIAGRAM

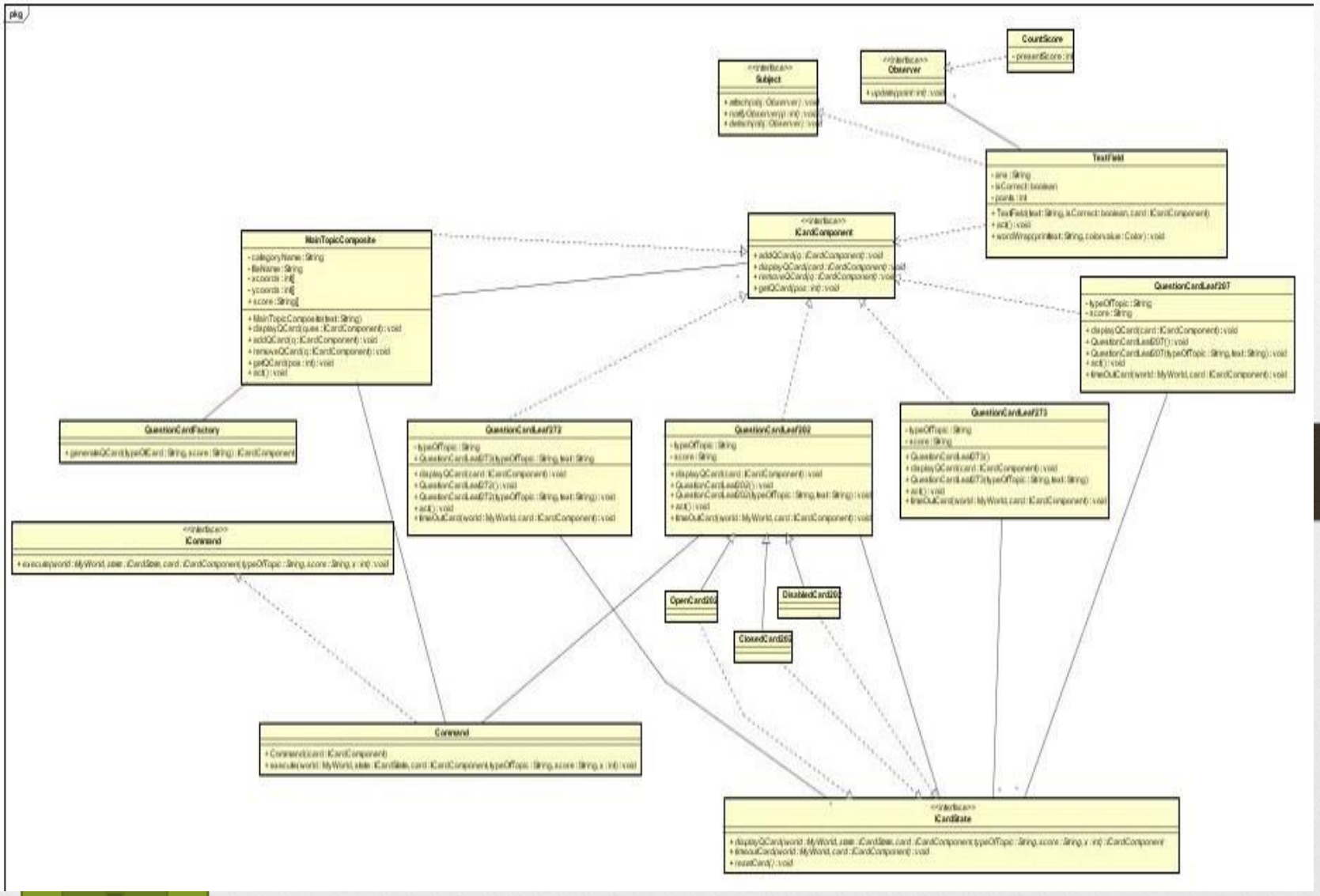
Answer


uc
Add Questions
Update Questions
Delete Questions
Admin
Choose a topic
Play jeopardy for selected Category
Player

Answer

GAME CLASS DIAGRAM

Answer


pkg
CountScore
- presentScore : int
<<interface>>
Subject
+ attach(obj : Observer) : void
+ notifyObserver(p : int) : void
+ detach(obj : Observer) : void
<<interface>>
Observer
+ update(point: int) : void
TextField
- ans : String
- isCorrect: boolean
- points: int
+ TextField(text: String, isCorrect: boolean, card : ICardComponent)
+ act() : void
+ wordWrapPrint(text: String, colorvalue : Color) : void
<<interface>>
ICardComponent
+ addQCard(q : ICardComponent) : void
+ displayQCard(card : ICardComponent) : void
+ removeQCard(q : ICardComponent) : void
+ getQCard(pos : int) : void
MainTopicComposite
- categoryName : String
- fileName : String
- xcoords : int[]
- ycoords : int[]
+ score : String[]
+ MainTopicComposite(text: String)
+ displayQCard(ques : ICardComponent) : void
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QuestionCardLeaf207
- typeOfTopic : String
- score : String
+ displayQCard(card : ICardComponent) : void
+ QuestionCardLeaf207() : void
+ QuestionCardLeaf207(typeOfTopic : String,text: String) : void
+ act() : void
+ timeOutCard(world : MyWorld, card : ICardComponent) : void
QuestionCardFactory
+ generateQCard(typeOfCard : String, score : String) : ICardComponent
QuestionCardLeaf272
- typeOfTopic : String
+ QuestionCardLeaf272(typeOfTopic : String, text: String
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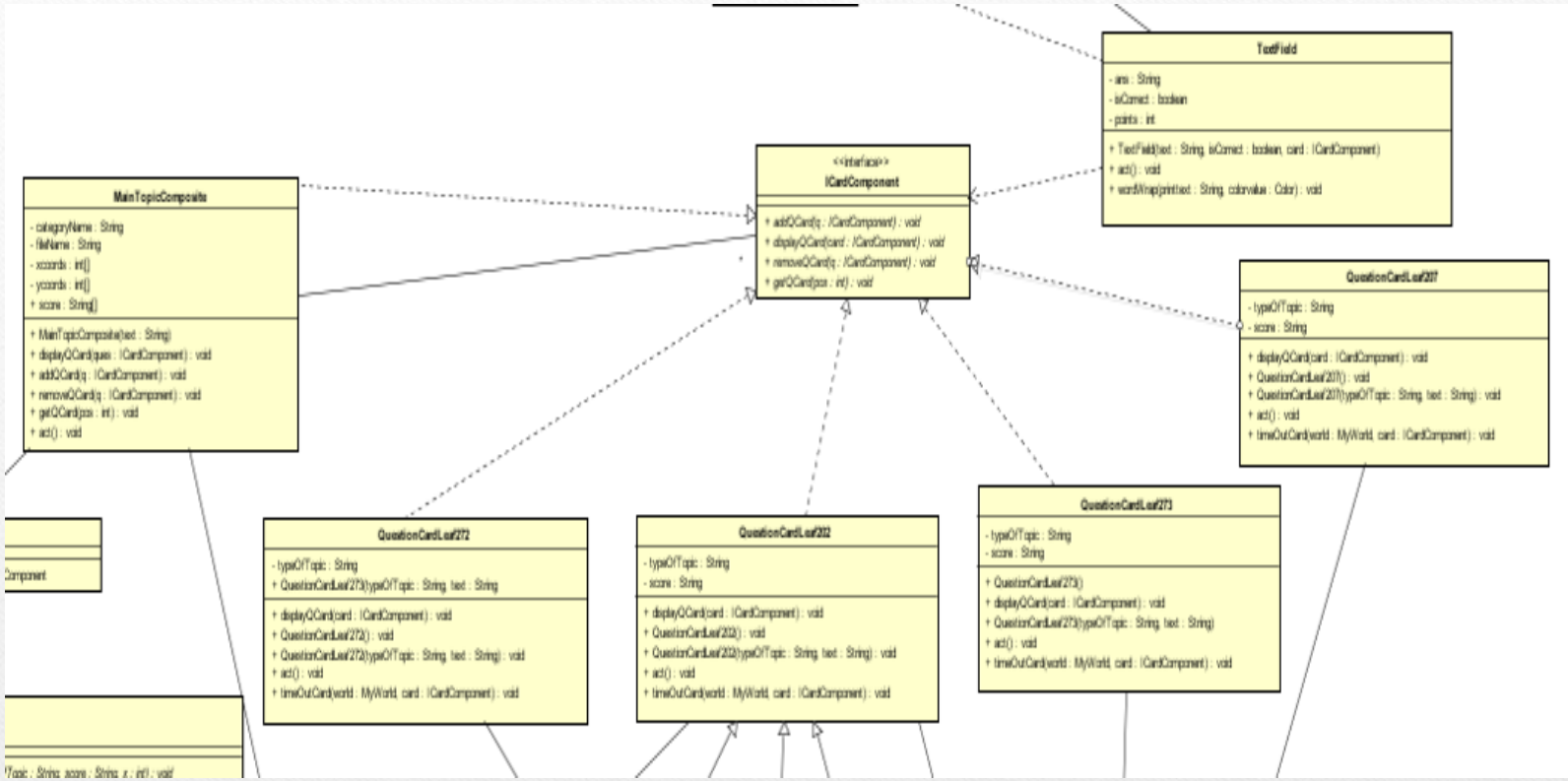
+ QuestionCardLeaf273(typeOfTopic : String, text: String)
+ act() : void
+ timeOutCard(world : MyWorld, card : ICardComponent) : void
<<interface>>
ICommand
+ execute(world : MyWorld, state : ICardState, card : ICardComponent, typeOfTopic : String, score : String, x : int) : void
OpenCard202
DisabledCard202
ClosedCard202
Command
+ Command(card : ICardComponent)
+ execute(world : MyWorld, state : ICardState, card : ICardComponent, typeOfTopic : String, score : String, x : int) : void
<<interface>>
ICardState
+ displayQCard(world : MyWorld, state : ICardState, card : ICardComponent, typeOfTopic : String, score : String, x : int) : ICardComponent
+ timeoutCard(world : MyWorld, card : ICardComponent) : void
+ resetCard() : void

COMPOSITE PATTERN

Answer


TextField
- ans : String
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QuestionCardLeaf232
- typeOfTopic : String
- score : String
+ displayQCard(card : ICardComponent) : void
+ QuestionCardLeaf232() : void
+ QuestionCardLeaf232(typeOfTopic : String, text : String) : void
+ act() : void
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+ QuestionCardLeaf273(typeOfTopic : String, text : String)
+ act() : void
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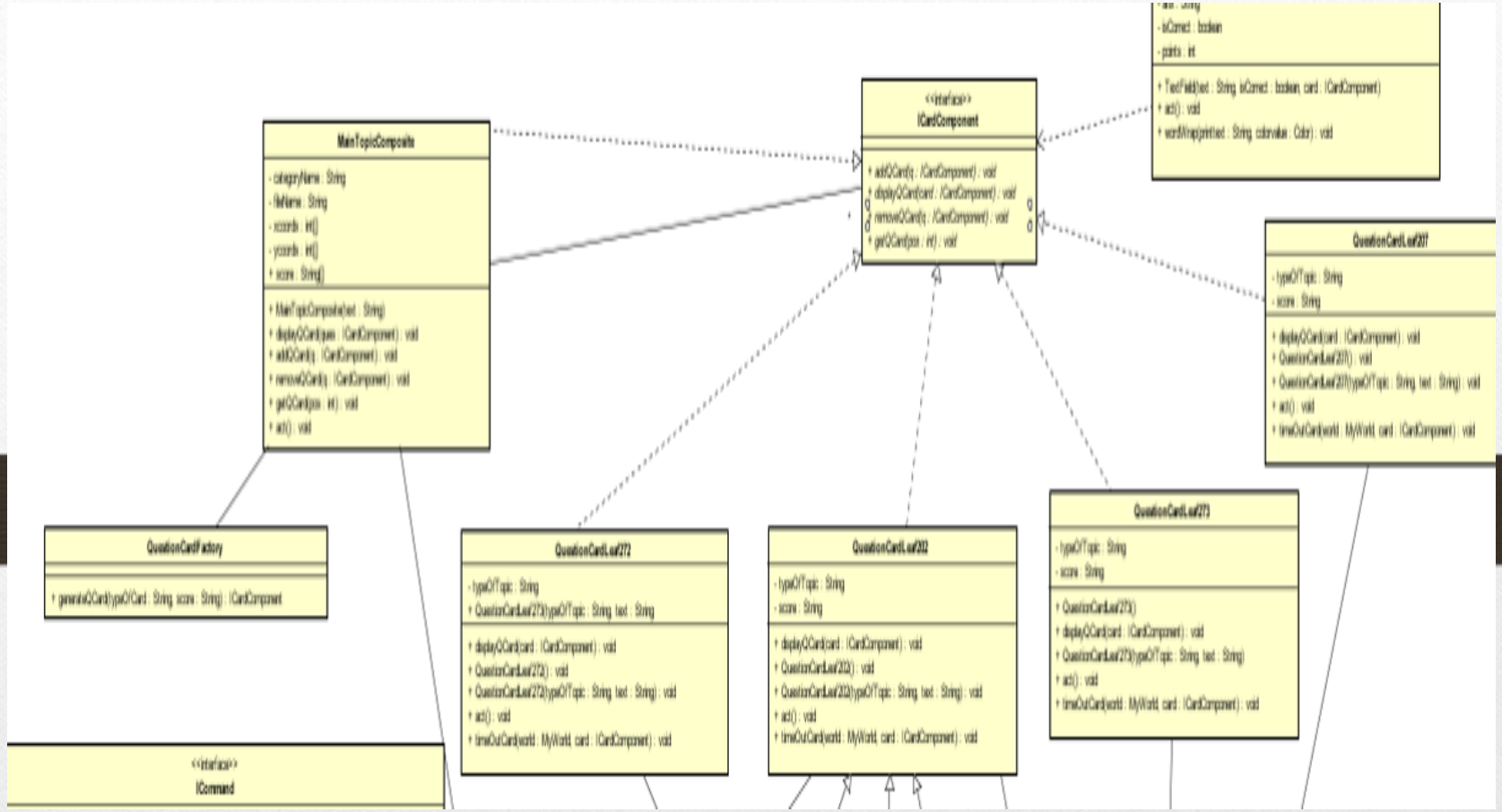
FACTORY PATTERN

Answer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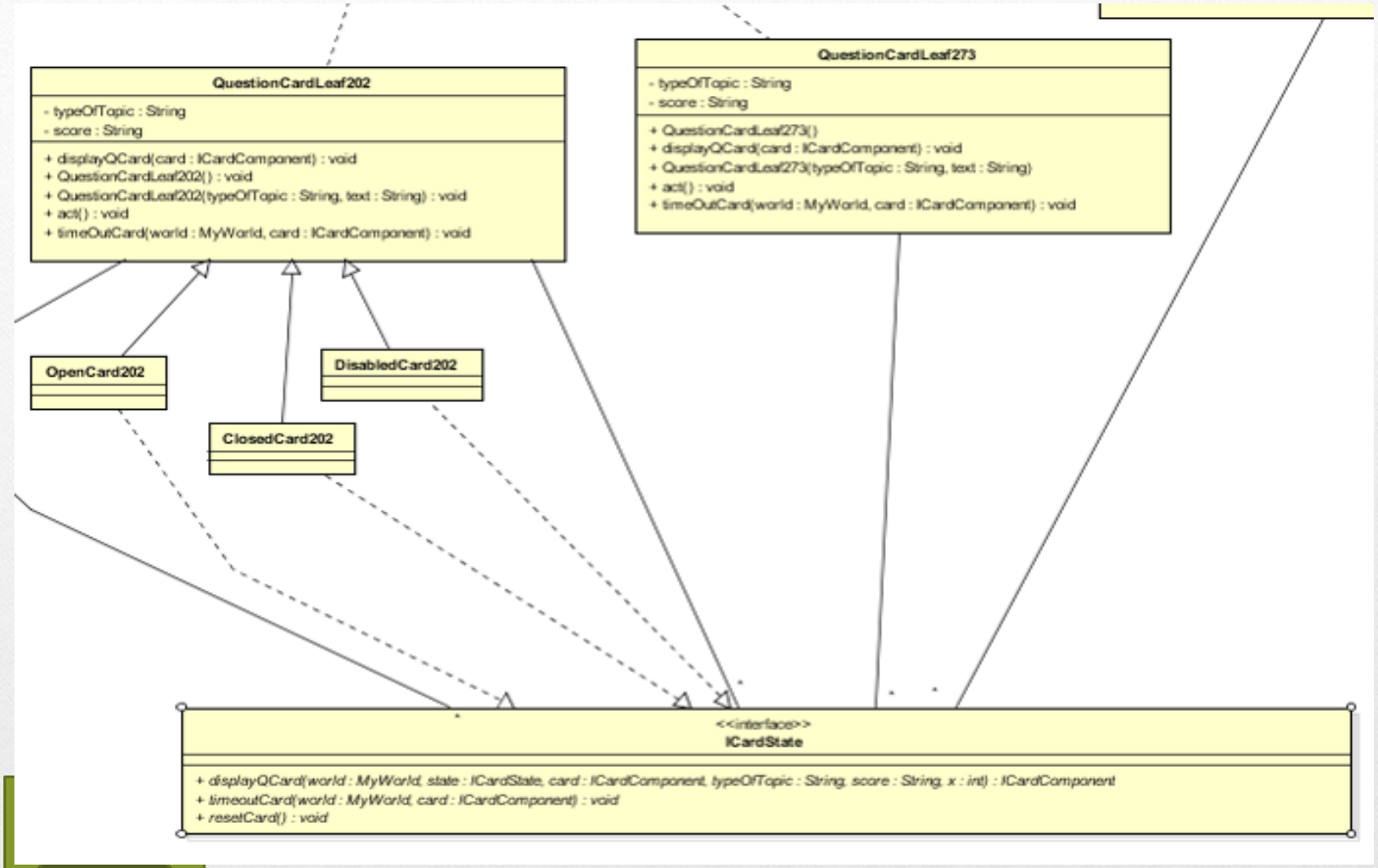
ICommand

Answer

STATE PATTERN

Answer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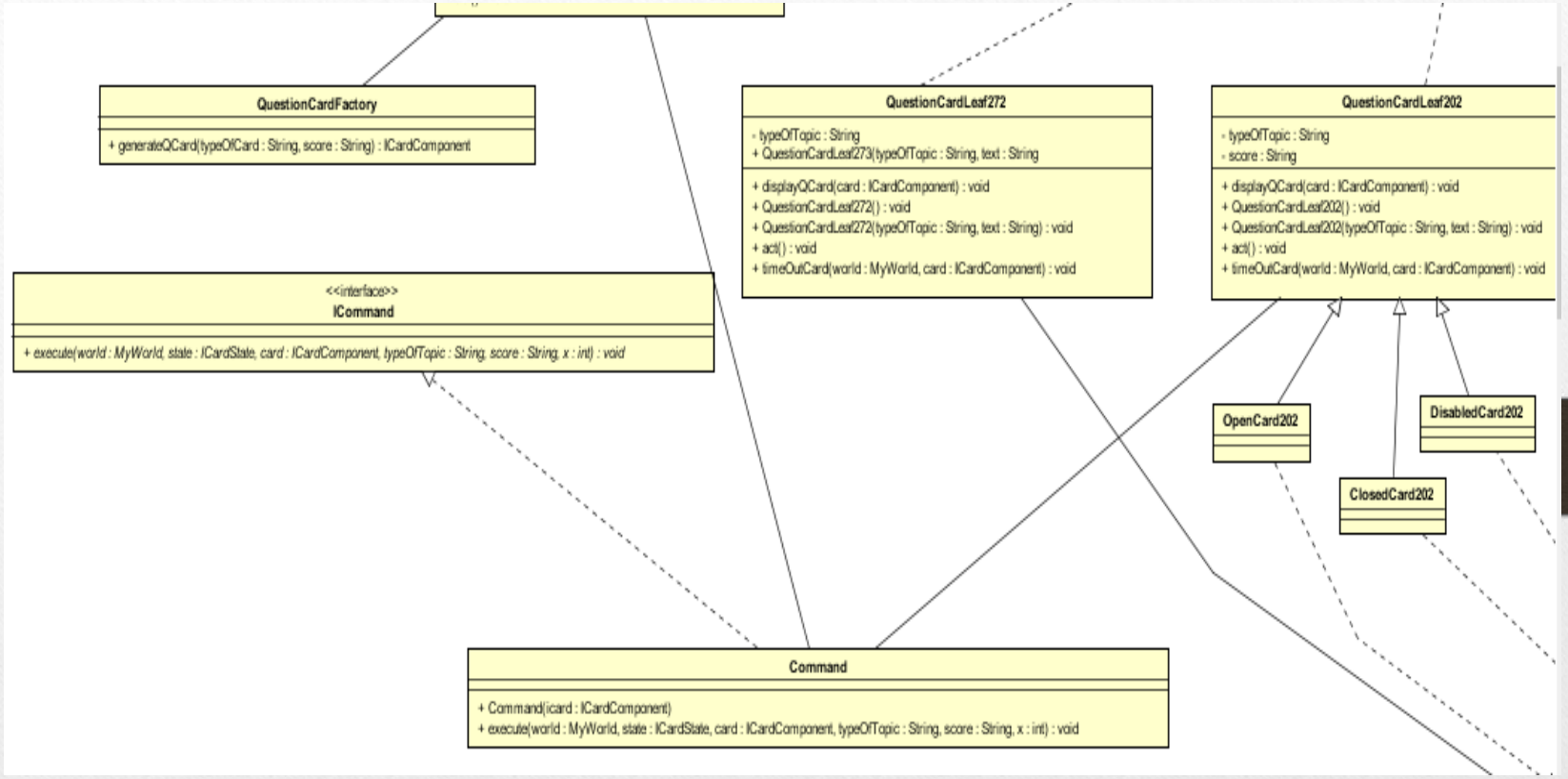
COMMAND PATTERN

Answer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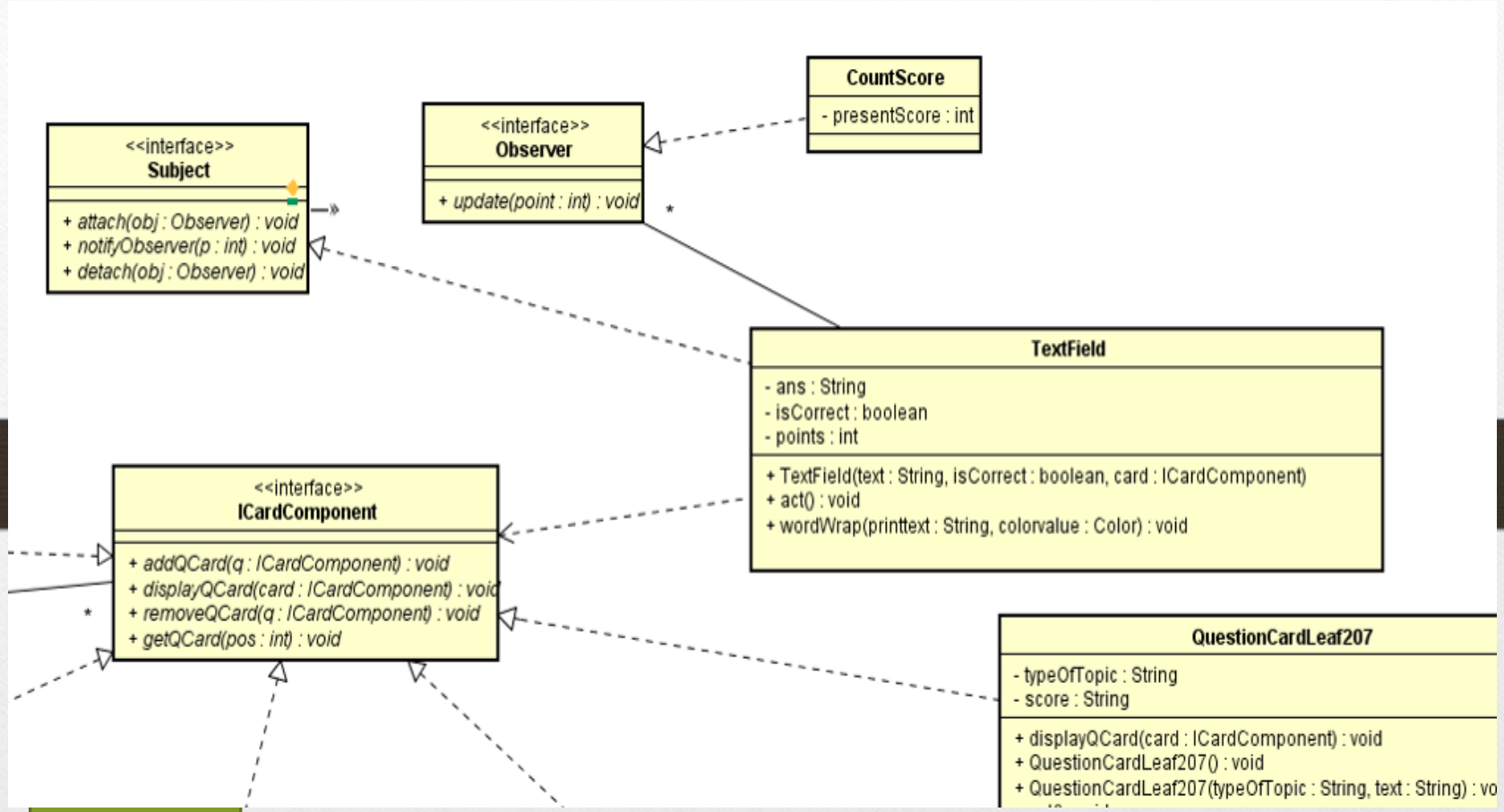
+ execute(world : MyWorld, state : ICardState, card : ICardComponent, typeOfTopic : String, score : String, x : int) : void

OBSERVER PATTERN

Answer


CountScore
- presentScore : int
<<interface>>
Observer
+ update(point : int) : void
<<interface>>
Subject
+ attach(obj : Observer) : void
+ notifyObserver(p : int) : void
+ detach(obj : Observer) : void
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Answer

PROJECT HIGHLIGHTS

Answer

- Questions added through text file and therefore can be replenished and updated
- Timer to ensure that students stay focused
- Correct answer not displayed to ensure students research more

CONCLUSION

Answer

- Games are the best way to ensure students study
- Scoring helps them stay aware of how much work needs to be done.
- Multiplayer option keeps them challenged and motivated

WHAT'S NEXT!?

Answer

Mobile app maybe? ;)

Answer

INTRODUCTION	UML DIAGRAMS	CLASS DIAGRAM I	CLASS DIAGRAM II	CONCLUSION
T	H	A	N	K
	Y	O	U	
		!		