Sylvain Bechet, Mark Yep

Warlords

Final Submission Technical Report

compsys 302   
java game project

Group 01

Table of Contents

[System Requirements 1](#_Toc479497824)

[System Outline 1](#_Toc479497825)

[Development Issues 1](#_Toc479497826)

[Features 1](#_Toc479497827)

[Tools Used 1](#_Toc479497828)

[Coding 1](#_Toc479497829)

[Software Development Methodology 1](#_Toc479497830)

[Future Improvements 1](#_Toc479497831)

[Appendix 1](#_Toc479497832)

# System Requirements

All specifications given by the clients have been met, with some of them being adapted due to how vague some were. A keyboard-controlled menu is included along with a single player mode and a multiplayer mode. The single player mode ­— also referred to as campaign mode — involves a paddle controllable by a player facing three AI. The multiplayer mode can be configured so as to accommodate up to four players, with non players being controlled by AI. When a game is launched, a countdown is displayed with paddle and ball movement disabled until the countdown runs out and the game starts. When the game starts, the ball starts moving in a random direction from the middle of the game screen with a set velocity. The game window has been made a square shape of 768x768 in order to promote a more fair game between all players. When the ball collides with an object, it bounces in a predictable manner, while interacting correctly with objects: if a wall is hit, the wall is destroyed and if a warlord is hit, the player is defeated, the warlord destroyed and the paddle disappears. In order to keep the game fast-paced, the game cannot go on for longer than 2 minutes, with a timer on the game screen which allows players to keep track of the remaining time. A pause screen is accessible by having the player press the "P" key and the game can be terminated by hitting the "Esc" key. The game is over when one of the following winning conditions have been met: only one warlord is alive, or, the timer has run out. If the timer has run out, the winner is determined by finding the player with the highest number of walls while still alive. In order to help test this functionality, the "PgDn" key can be pressed to instantly force the timer to run out. Appropriate sound effects are played when the ball hits an object.

# System Outline

Our system follows the Model – View – Controller (MVC) software structure. The model classes contain the basic data and implementation for each of the game elements, while the view classes handle the graphical user interface and the various visual gameplay elements. The main controller classes are used to link the models and views together, and provide overall logic and structure. A basic top down class diagram for our system is included in the appendix.

The WarlordsController class is the main controller class for our system. It contains the public static void main() function and is the class that is initially created when the system is run. Additionally, this class is responsible for creating the root window of the game GUI, creating JavaFX views from .fxml files, and linking with every view controller. This class is also responsible for creating instances of the game model and passing them into the game view.

We have model classes for the game, paddles, warlords, balls, and walls. Each of these classes implement their corresponding given interfaces and contain methods which override the given interface functions. These models mostly store data about each of their instances, such as their positions on the game screen, and if they have been destroyed yet. Additionally, they contain some public static variables, such as their sizes, which are utilised by other model and controller classes. These models also contain getters and setters for their private instance variables. The Game class also includes much of the logic for each in game tick. This logic includes the ball movement, ball collision detection, paddle movement, and some usable player abilities. The game logic could be moved to a separate game controller class in the future to more strictly follow the MVC structure.

Each view was designed using Gluon SceneBuilder to create .fxml files, which detailed layouts, shapes, sizes, and more. Each view has a corresponding view controller class, which handled graphical logic for that view. For example, the MainMenuViewController class handled the arrow key movement and dynamic keyboard menu selections for the main menu view, detailed in MainMenuView.fxml. The GameViewController handled the graphical logic for the gameplay itself, by linking the shapes on the screen to the individual objects of the Game instance. All the logic was completed separately from the view controller, which only handled displaying the results of that logic, in true MVC fashion. However, the GameViewController was responsible for counting in to the game, creating event handlers for key presses and releases, pausing and exiting the game, and timing the tick and countdown timer events.

# Development Issues

One or two significant issues during development and how they were overcome.

-Collisions and how we went from an awful collision system to the one we currently are using

-Use of animations and sprites

# Features

In order to encourage player enjoyment and interactivity, various other features have been added. The menu, game and endgame screen all have a unique music theme, all appropriate with the theme of the game. The menu screen is clear and easy to follow, with sound effects played when the player scrolls or selects an option. To increase personalisation, power-ups are available for players to use, with each player being able to select one of 8 unique abilities available. Also, different sound effects are played depending on what the ball hits in the game or when power-ups are used. In order to increase the game difficulty, a randomness factor, game control and ball speed options are configurable. The ball speed option modifies the ball's speed while the game control offers the ability to have controls reversed. The random factor slightly modifies the bouncing angle of the ball, providing more of a challenge to players who can easily predict the ball's path. Player personalisation such as uploading a picture used for the warlord or entering their name has been considered but has ultimately not been included in the fears that inappropriate content would be included — especially if the game became available to play online. The game offers graphics of higher quality with randomly changing game backgrounds and various sprites used for the ball, wall, warlords and paddles. Also, animations have been used with the ball, wall destruction and warlord destruction. The campaign mode (single player mode) offers a storyline spanning across 8 chapters, with a modern approach used for the story's plotline in order to attract younger audiences, while still keeping older ones interested. The campaign mode can be continued at any time while the game is open, allowing the player to start the campaign, play a multiplayer game and continue the campaign from where it was left at. The campaign's difficulty level gradually increases, with the last level sure to provide a challenge for anyone.

# Tools Used

Discussion of the suitability of the tools for the application (e.g. Java, Git)

-Suitability of java for game development (meh but ok)

-Suitability of git for project management (very good)

# Coding

Discussion on OO design and how cohesion and coupling issues were addressed

# Software Development Methodology

Discussion of the software development methodology (e.g. Test-driven Design)

# Future Improvements

Suggested improvements for future development. Further development of AI (so they can use powerups for eg), improve graphics and story length for the campaign (could be longer).

# Appendix

