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CSCI 4448 – OOAD

Project 6: Semester Project – First Development Pass, Interim Report

Project Title: Cat Cafe

Work Done:

- Division of classes between Anjala, Katy and Emma – creating skeletons for all classes needed for the game.
  - Limited implementation of the classes depicted in the diagram below.
- Graphics done in Aseprite/Libresprite
  - Background for game play – Gaby
  - Characters – Katy
  - Drinks – Emma
  - Kitchen tools and counters – Anjala
- Front-end/GUI implementation by Gaby – using SceneBuilder and JavaFX to create a menu and a game play view.
  - Both views have their own custom title bars, with buttons for minimizing and closing the window.
  - Main menu has a play button to take us to game play, and quit to close the window.
  - Game play view includes the kitchen tools with interactive buttons as well as the counters.
- Basic game functionality and beginning of a first level
  - Katy has implemented some game/timing logic and is working on the Model class which will be used in the MVC.
  - Emma is working on the Command pattern, which will be used to call functions when a button is pressed in the game.
  - Anjala converted a few classes into Singletons and set up the Account and Point of Sale class.
  - Gaby is working on updating the game screen by moving graphics and hiding graphics.

Changes or Issues Encountered:

- Originally GUI/Front end was to be created in the LibGDX framework, however, there were issues with compatibility between MacOS, Windows, and Linux, so the project was transitioned to SceneBuilder and JavaFX.
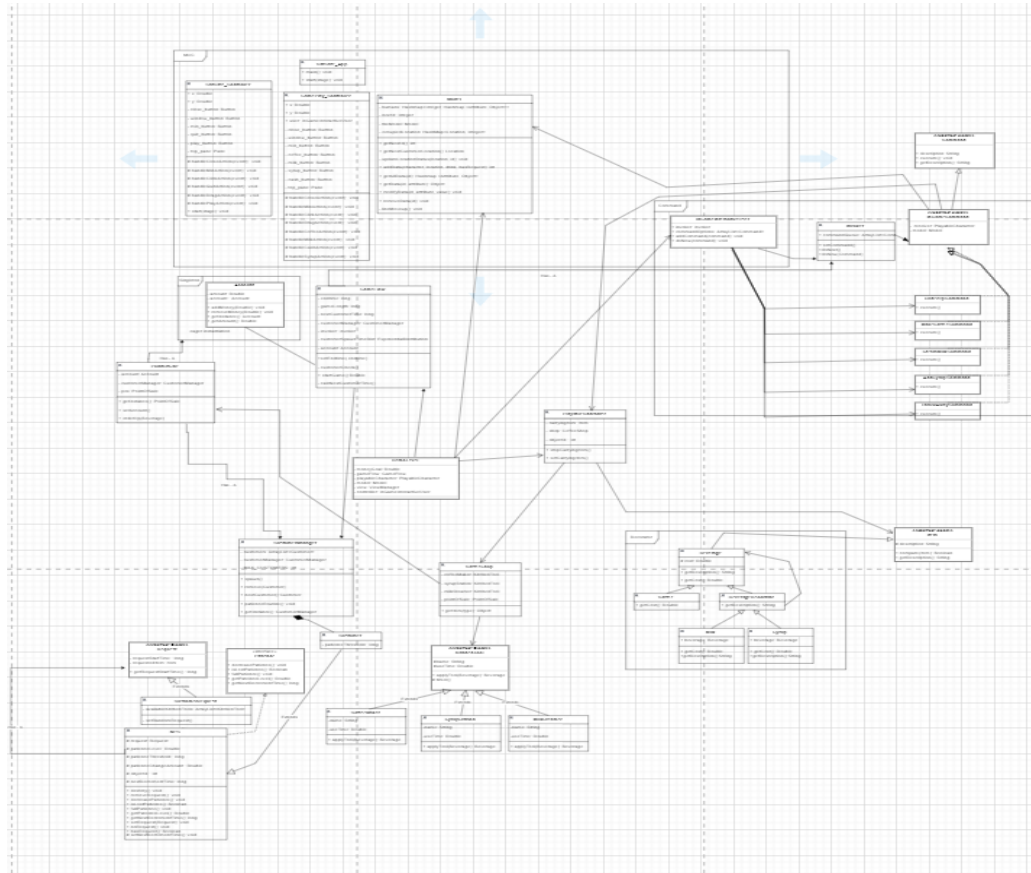- GitHub repository was reorganized to accommodate the transition.

Patterns:

- Multiple Singleton classes to manage the game play.
- Progress on the command pattern that takes care of the user interaction.
- Progress on MVC pattern to easily connect the logic and graphics sides of the game

Future Plans:

- Tie the GUI in to complete a simple game – customer spawns, barista makes drink, customer checks out and leaves.
- Implement level 1 cafe elements, then add the cat elements of the cafe level 1.
- Move on to add a level 2 and a level 3.
- Enhance the graphics and add finishing touches to the game.

Class Diagram – implemented so far:

https://drive.google.com/file/d/1ooCE7GSynDEixn39Emgh9UvSTIMhUXXU/view?usp=sharing