ALGONQUIN COLLEGE

SCHOOL OF ADVANCED TECHNOLOGY

ICT - Applications & Programming
Computer Engineering Technology – Computing Science

A11

Game Interface

Team:
[Savas Erturk] - Id: **[ertu0002]**

Game Proposal - NumPuz

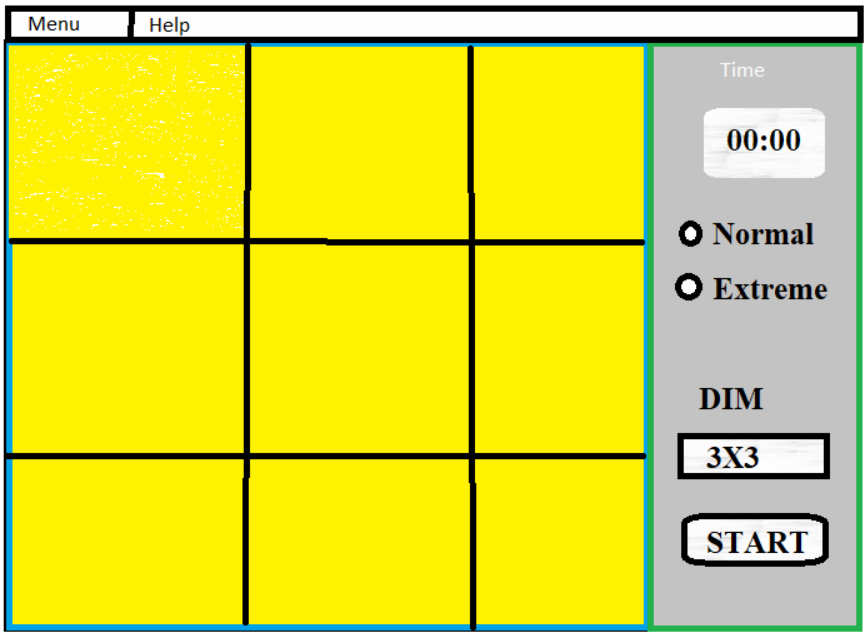
This template is suggested (not mandatory) to answer A11 Specification.

Part 1 GUI Definition

EXPLANATION

The purpose of this assignment is to define the elements of the GUI application to be used in your game implementation.

- ***Example**:*



- ***Note**: The professor interface is also a proposal. It means that your own implementation can be different. What does matter is that the game functionality will be respected.*

My number puzzle game name is will be “SaPPuZ”. In the game user is able to play with 2 different difficulty modes. The first mode is normal mode which is timer start to count from zero and the other is the extreme mode

which is works with user's 5 won time record get the avarage of the times. Normal mode game will start to counting from zero. Extreme mode time will start to countdown from average

1.1. Defining the Components

List of components

Include the list of components that you will use (they can be from Swing or JavaFX).

On this project, I decided to use java swing library.

JLabel, JRadioButton, GridLayout,JMenuBar, JComboBox, JButton

Functionalities and Behaviors

What are the behaviors and functionalities that you will provide? How these elements are related with functionalities.

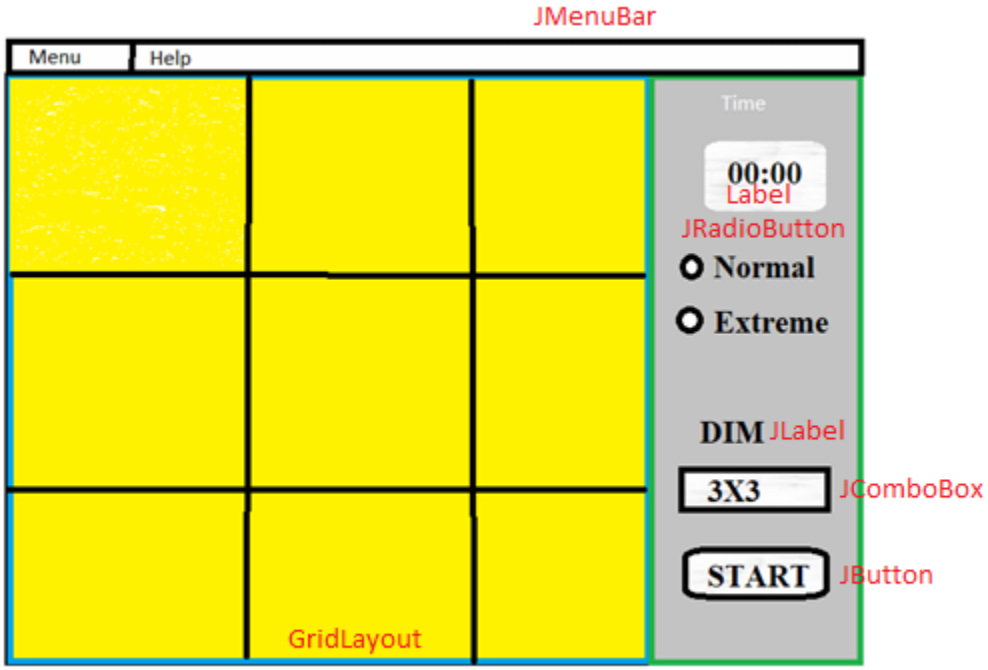
***Example**: The game mode can be selected by RadioButtons, etc.*

- User able to select game mode using by RadioButtons.
- Timer will be displayed on Label in the right menu.
- User able to change game dimension using by ComboBox. The game will provide 3 options 3x3, 4x4, and 6x6.

Details

Drawn your interface (ex: in an image from Paint / Powerpoint slide, or any sketch tool), describing:

- *The components;*
- *The properties (ex: size, dimension, color, position, etc)*
- *Additional GUI components (ex: the layout to be used).*



JMenubar: In order to avoid future problems, I am using a menu bar, so I can show on that menu some functions or features

GridLayout: The selected dimension will also be used to create it dynamically.

JComboBox: User will be able to change dimension of the game. Users will be able to change the dimensions of the game. It will be a 3 options like; 3x3 4x4 and 6x6.

JLabel: The timer will be displayed on that component.

JRadioButton: Player will choice of the game difficulty mode.

Normal mode: The game timer starts counting from zero to up.

Extreme mode: The game start counting from your first won time or Gets the first 5 win records and gets then starts a countdown from the average of won records time.

- While the game is under development, the user's steps will be recorded on log files for AI and Machine Learning technologies.

1.2. User Manual

Basic cycle

Create a brief description about how your game can be used.

***Example**: If you have to design the solution to be saved and played later, how are the stems. Most importantly, how someone can play the **NumPuz**.*

- *Note: your process do not need to be followed exactly when you are going to the implementation. For while, it is only a script about how to play.;*

- Game starts with a normal option which is 3x3 dimensional.
- User needs to start the button to shuffle numbers then the timer will start.
- The game will end when the user numbers are lined up correctly.

FINAL SUGGESTIONS

Here some ideas to think about your language....

- *Try to create a game whose execution can be very intuitive (easy to be played).*
- *Remember that this game will be in fact implemented only in the next assignment.*

References

[Include eventual references used here]

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