CS 319 - Object-Oriented Software Engineering

Final Report

Left For F

<u>**Group 2A**</u>
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1. **Introduction**

   After the Design Stage of first iteration we split the implementation and start implementing from entity objects. There are no completed classes uploaded to GitHub yet we discovered some flaws in our design such as some unnecessary methods and some missing classes. The implementation will take place as follows: first the basic structures of classes will be implemented then we add the methods to them aiming to find out any missing necessary methods then we split the classes and implement the methods individually. We will set test goals to see if methods are working properly and continue in this manner in order to prevent any big changes.

3. Lessons learned

While implementing our design, we have come to realize that:
- The importance of the analysis and design report and how easy to code after doing them beforehand
- How to make our code more efficient
- How can we improve the class diagram now that we started to code

While working in a group, we learned that:
- How difficult to combine everybody's opinions and work together
- Giving and taking feedback is eye-opening for everybody in the team
- How easy to understand and correct your mistakes
- How important the patience in a group project

4. User's Guide

4.1.1 System Requirements
   Left for F game will be playable on any machine that has JVM (Java Virtual Machine) and Java SDK.

4.1.2 Installing the Game:
1.   Go to our project Github page
2.   Download the project
3.   Unzip the file
4.   Run the executable

4.2 How to use

When player runs Left 4 F, it will be opened main menu. In the main menu, there will be:

1. Play Game
2. Load Game
3. Options
4. Tutorial
5. Credits
6. Exit

Player is able to use these selections in main menu. To play game, player selects play game button. To resume loaded game, player selects load game button. If player wants to change options, he/she can use options button. If player wants to watch tutorial before playing Left 4 F, he/she can select tutorial button. If player wants to see credits, he/she can select credits button. When player wants to exit game, exit button is available.

Options is an inner menu that includes:

1. Change music
2. Mute
3. Unmute

These selections is about sound while playing. You can change musics according to your music style or you can turn off music if you do not like our musics.

While player play Left 4 F, there will be pause option. When Player pushes pause icon, there will be opened pause menu. Pause menu will include these options below:

1. Resume
2. Go to Main Menu
3. Use Items
4. Go to Options
5. Save Game

Pause menu is an inner menu in game. Therefore, you cannot use this menu without playing. Options menu is clear and useful like other menus. Players will be relax while playing our games, Left 4 F.