CS 319 - Object-Oriented Software Engineering
Final Iteration Report
Left For F

Group 2A
Şekip Kaan Ekin
Ali Can Zeybek
Ömer Faruk Geredeli

1.Introduction

Before the implementation our project we did not download a specific tool that we use. Instead of that we have used our Java tool we have already used such as Eclipse, Intellij or NetBeans. Because it does not matter to work our code in mandatory Java platform. In first iteration, primarily, we gave an importance how our game will work and what will show us. Therefore, we have tried firstly to implement our main functions such as movement of character, battle, win or lose. Then we designed graphical user interface as Ömer and Alican. Kaan implemented functions that belong to game engine. Ömer and Alican implemented functions that belong to graphical user interface. It means when you push a button, the button what will do. We all have done all functions together in first iteration for the demo. In second iteration, we have known our implementation was not finished. Therefore, we have often met to finish our implementation. We have finished our implementation successfully. All functions work and all screens shows and work perfectly. As a result, we exceeded our expectations from the game, and could finish the project in time.

2. Changes & Improvements

2.1 Timer

We decided to put a timer in the game so that players can fail the level if they run out of time. Our intension was to put a little exicement to the game.

3. User's Guide

3.1 System Requirements

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

3.2 Installing the Game:

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

3.3 How to use

When player runs Left 4 F, it will be opened main menu. In the main menu, there will be:
- Play Game
- Load Game
- Options

- Tutorial
- Credits
- 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:
- Change music
- Mute
- 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:
- Resume
- Go to Main Menu
- Use Items
- Go to Options
- 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.

4. Lessons learned

While implementing our design, we have come to realize that:
- How to make our code more efficient
- How GUI works for a game
- Importance and efficiency of a game update loop

The most important lesson we learned as implement is making a project with an unknown coding language to everyone in the group is time consuming and shouldn't be done if you are in a time limitation. Nobody in the group has worked on a Java GUI project before so we had to spend more time on learning GUI than implement the project.

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

5.References
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