## CSE212: SOFTWARE DEVELOPMENT METHODOLOGIES

## YEDITEPE UNIVERSITY

## **FALL 2020**

## TERM PROJECT - DUE DATE JANUARY 6<sup>TH</sup>, 2021

As term project you are required to develop a single player Jet Fighter game. However, your application should be able to keep scores of active users. For this purpose, the users should be required to register with a login name and a password, and to log in prior playing the game.

You can use the following statements and figures as a guideline:

- For usability purposes, you are required to implement a graphical user interface (GUI) for your application (see Fig. 1).
- Your application should have a welcoming window which will contain a task menu (*Register, Login, Play Game* and *Score table*).



Fig. 1: Example Jet Fighter game screenshot

In the case of a *Registration* request (*Menu-Register*), a login window should pop-up to collect the user details (*username*; password). You might also consider collecting some additional information here, such as username/screen name etc.



Fig. 2: Login Window

- When a user would like to play the game s/he should be forwarded to a login screen (see Fig. 2), where s/he is ask for username and password.
- As can be seen on the example screenshots (Fig. 1), player should be able to see a gauge that indicates his/her jet fighter's health status.
- The game should keep score for every enemy jet that is hunted and eventually calculate the players overall score.
- The background of the game could be either static picture of mountains or see, or could be dynamic (BONUS 10 points) with a look and feel of an actual jet.
- You are more than welcome to use your own GUI elements if you want you can use the GUI element provided to you in the following link. Download Link: <a href="https://gofile.io/d/9Fluy4">https://gofile.io/d/9Fluy4</a>

Submit your assignments in a zip file, which has your name\_surname\_studentNumber as name, using COADSYS by the end of Wednesday, January 6<sup>th</sup>, 2021. All submitted source files will be check for plagiarism - among classmates and with any existing open source code available on the Internet. Furthermore, all students will be required to demonstrate their work for 15 minutes. DO NOT submit somebody else's work.