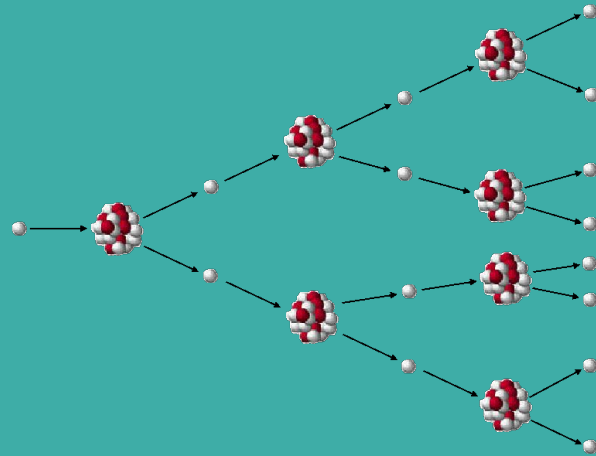


Chain Reaction

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Implementation/Functionality

- The game has 3 pages namely
 - The main page
 - The game page
 - The Settings Page
- Main Page
 - Methods : start method and main method
 - Functionality :user gets to decide the grid of the game and the number of players that are going to play the game. The start button redirects to the game page where the game actually happens and the settings button redirects to the setting page.
- Game Page
 - Methods : initialise, setup, helper, start, makecopy,print, insertball
 - Game page of the game is where user is going to play the game this page has 3 functionality namely UNDO, BACK and RESTART
 - Undo button takes the state of the game to the previous state
 - Back button takes the player back to the main page from the game page
 - Restart starts the game from the start and clearing the orbs from the previous game
- Settings Page
 - Methods : Start, main method
 - page that changes the color of orb of each player, it also has a back button which will return the user to the main page

Problems/Issues Faced

1. How to insert balls in a grid

Solution : By using blend mode.

2. Adding the main page button in the winner dialog box

Solution : by passing the primaryStage in the constructor of HelloEvent.

UNSOLVED PROBLEMS:

2. Showing the transition of balls
3. Implementing resume button

Individual Contribution

Suyash Singh: Front-end : inserting the ball in the grid and animation in the three ball system, two ball system and one ball system.

Basic GUI structure i.e. the main page, the settings page and the game page.

Winner Dialog box.

Aman Roy: Implemented the backend of all the buttons of main page , settings page and Game page and also the algorithm of insertion of orbs in the game page.

Implemented the Undo button on Game page.

Thank You

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