



FPT International School
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PROJECT REPORT

<Pikachu-Java>

Batch: T1711E

Semester: 2

Group: K- Team

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1. Problem Definition

1.1. Introduction

JPikachu is an entertaining game. They have free time. They want a game of entertainment that helps them overcome the stress. This simple but incredibly fun game will keep you entertained and fun.

Kick-off Team (K-Team) is part of JPikachu's programming department. We are responsible for creating software in accordance with certain requirements required by our Marketing Manager. The sections below are the details of the requirements that we need to get.

1.2. Analysis Project

- 1) Login screen, register to get into the game. Register, save into database. When executing login function, validate if the username and password is correct or not.
- 2) After logging in, go into the pre-game screen. This screen will have a new game function and a Score button. If the Score button is pressed, a new screen will pop up and display players' scores.
- 3) After pressing newgame button, the in-game screen will appear. This screen includes 1 progress bar to display play time, player's score, player's information, level, play area and other functions.
- 4) Other functions in the in-game screen: newgame button, pause button, hint button, highscore button. The newgame button will renew the game. The pause button will hide the play area and temporarily stop. Once the pause button is pressed, it will change into the resume button for players to resume playing. The hint button will show hint for players (Maximum of 3 times)
- 5) The play area includes a 16x9 matrix of pokemons. 2 identical pokemons, connected by 3 straight lines, not blocked by other pokemon, will be matched. If 2 pokemons are matched, they will be hidden, and the connect line showing how they were matched will be displayed.
- 6) The game time will countdown according to the progressbar. When time runs out, there will be a notification of defeat, there will be a button on that notification to continue playing or quit the game
- 7) After all pokemons are unable to be matched, it will automatically change the position of the remaining pokemons so that the player can keep playing.

8) There are 3 levels, the winner of level 1 will advance to level 2, the level 2 winner will advance to level 3. After finishing level 3, there will be a firework of congratulation and there will be a notification to ask the player whether they want to keep playing or not. If yes, then there will be a new game, if not then quit the game.

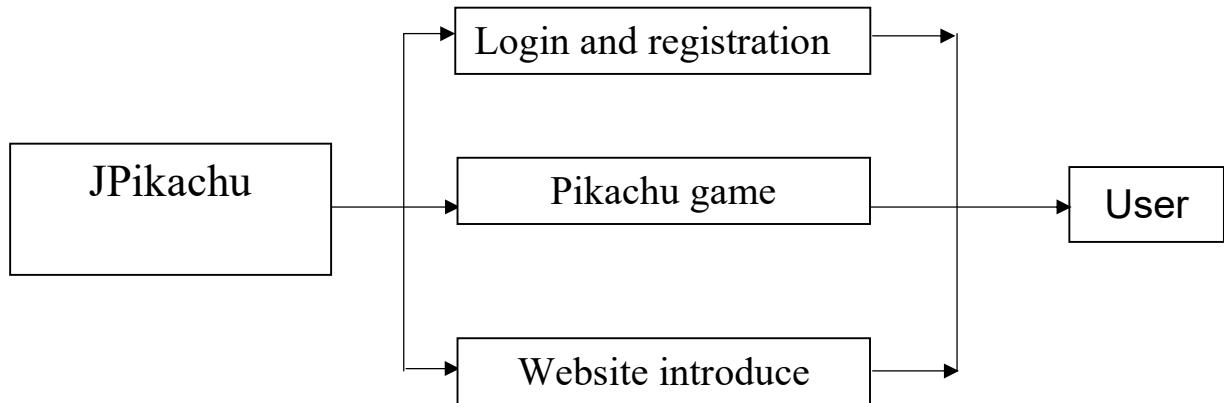
9) About the score, each match will earn score, after finish each level there will be a rewarding score based on the remaining time. Score on the previous level will be the starting score of the next level. After finishing the game (win or loss), the score will be saved into the database

2. Design Project

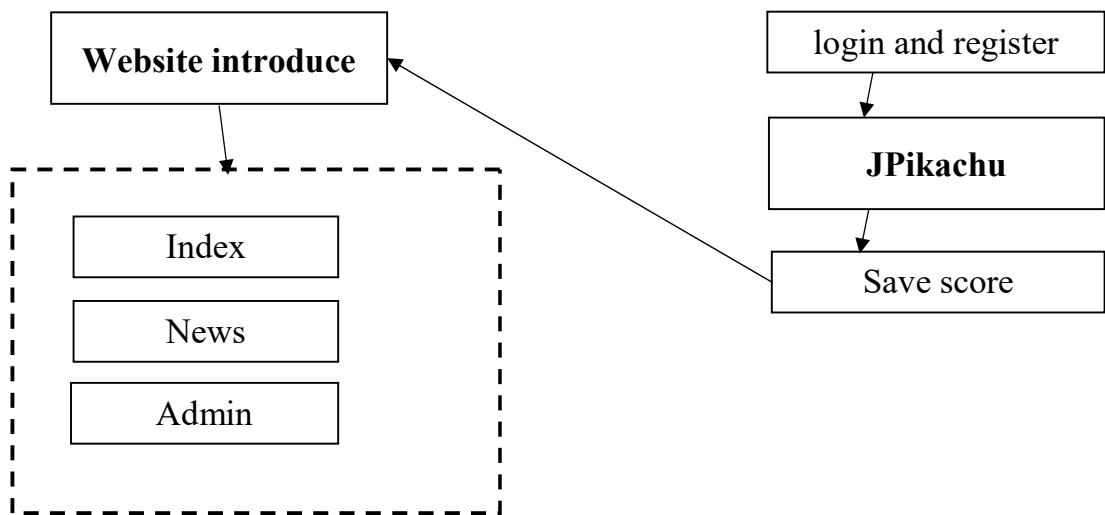
2.1. Implementation Environment

- HTML5/ CSS/ Javascript
- Netbean IDE
- MySQL
- Bootstrap, Jquery
- Laravel
- Sublime Text
- Google Chrome/ Internet Explorer/ Mozilla FireFox
- Git, Github

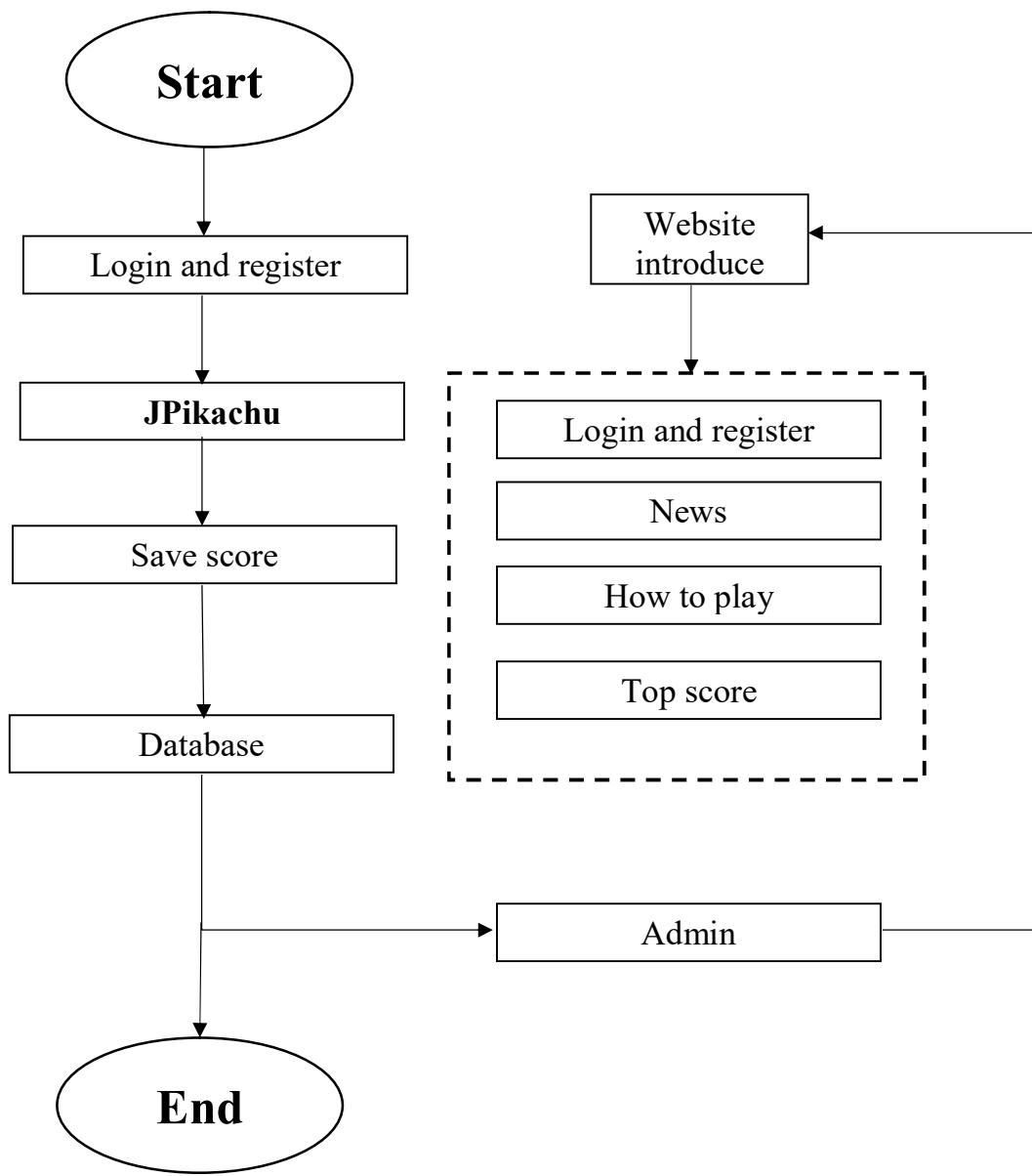
2.2. DFD's Data Flow Diagram



2.3. Flowcharts



2.4. Process Diagrams



2.5. Database Design/ Structure(Data MySQL)

User Database

	Structure	Example
ID	"ID":"int(10) UN AI PK"	"ID":"1"
Name	"Name":"varchar(255)",	"Name":"Quốc Việt",
Email	"Email":"varchar(255)",	"Email":" siro1829@gmai.com",
Password	"Password":"varchar(255)"	" Password ":"\$2y\$10\$W0LGGDnqm2ReDm1xdhqGlupUBK/wrLdaTRQ0eOikE8.GZt4mINKBq",
Avatar	" Avatar ":"varchar(255)",	" Avatar ":" 1.jpg",
Score	" Score ":"float",	" Score ":" 3000",
Type	"Type ":"varchar(255)",	" Type ":"admin",

News Database

	Structure	Example
ID	"ID":"int(10) UN AI PK"	"ID":"1"
Tittle	" Tittle ":"varchar(255)",	" Tittle ":" Collect Your Favorites from Kanto ",
Images	" Images ":"varchar(255)",	" Images ":" pikachu1.jpg ",
Content	" Content ":"varchar(255)",	" Content ":"null",

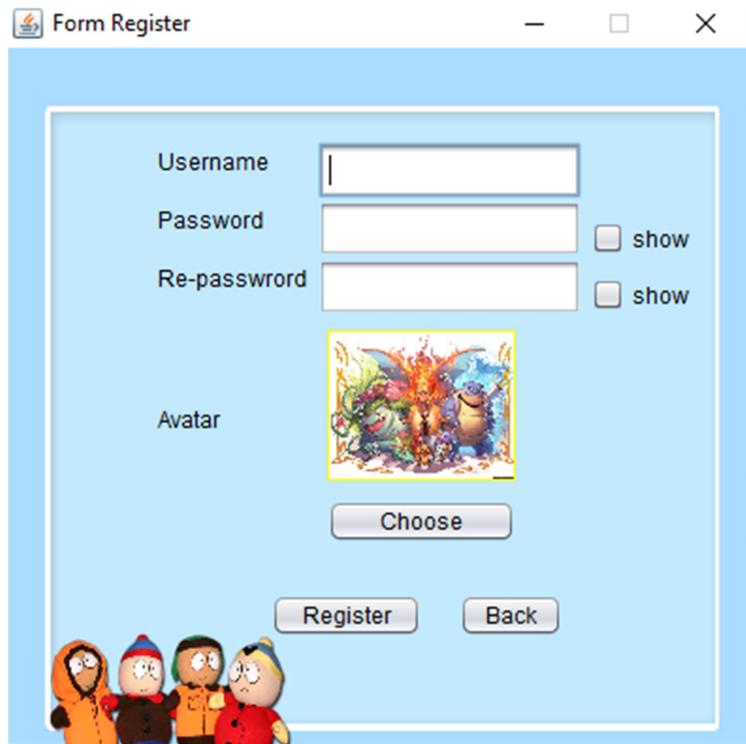
3. Screen Shot's

3.1. Jpikachu

- Login screen
- Form: Username, password
- Buttons: Login, Register
- Checkbox: Show password



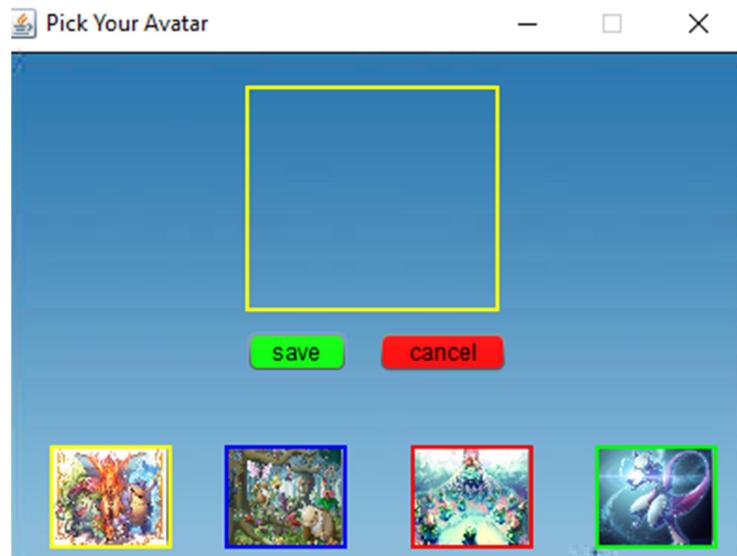
- Register Screen
 - Forms: Username, Password, Re-password
 - Button: Register, Back, Choose avatar



➤ Choose avatar screen

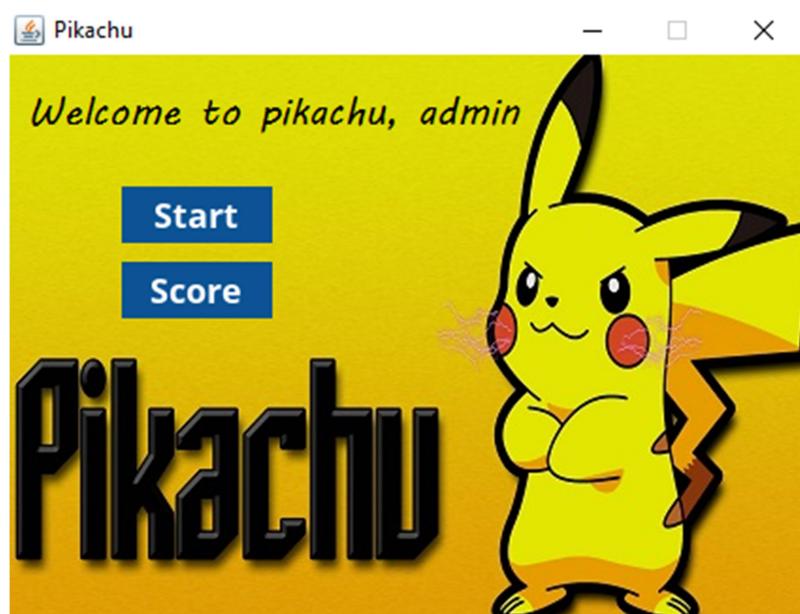
Pictures: Display to choose avatar

Buttons: Save, Cancel



➤ Pre-game screen

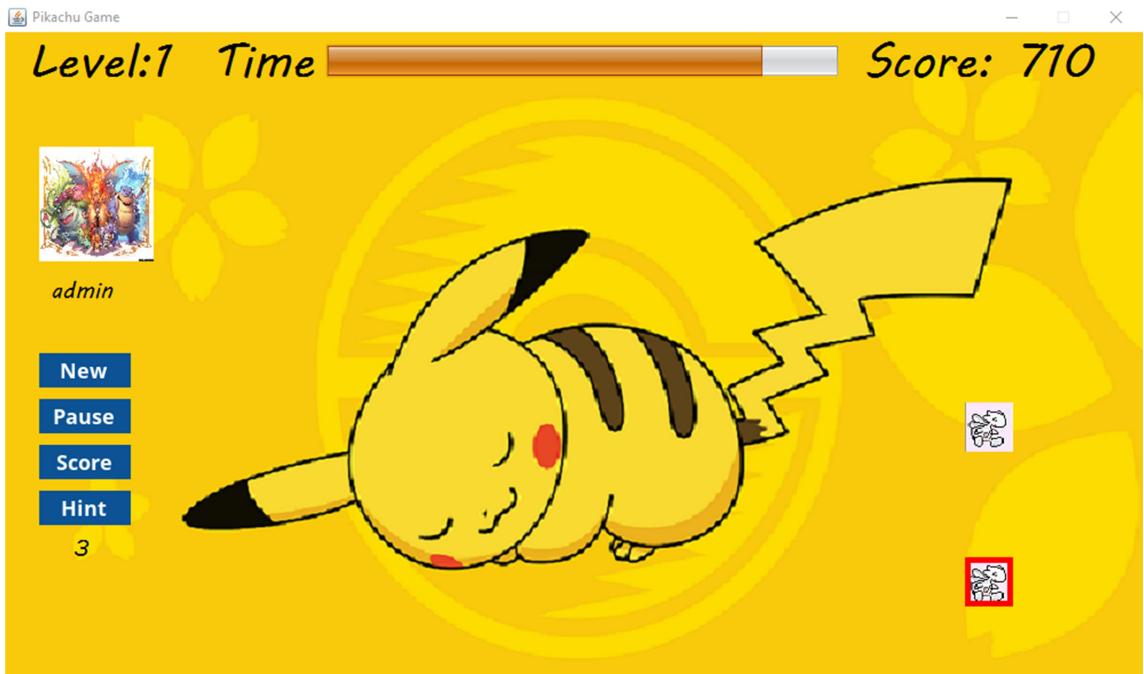
- Button: Start, Score



- Score screen
 - Jtable: Display players' highscore

Rank	Username	Score
1	admin	3515
2	admin	3510
3	admin	3505
4	admin	3505
5	admin	3500
6	admin	3400
7	admin	320
8	thang	180
9	admin	140
10	thang	100

- In-game screen
 - Button: New, Pause, Score, Hint, Pikachu icon
 - Progressbar: Display time
 - Display player's info
 - Display player's score



3.2. Webpage introduce

3.2.1. Index

- Top of the Page:
Logo, About , News, How to play, Top score, Contact, Login, Register.



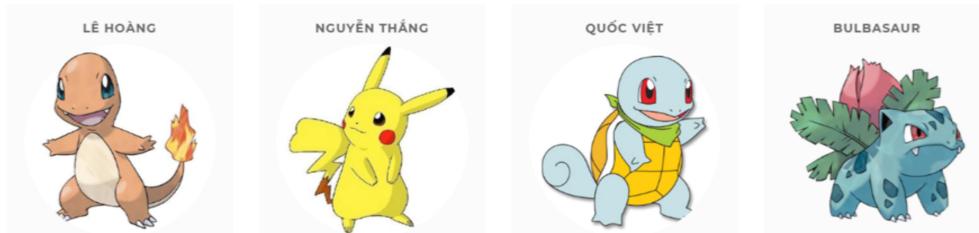
➤ Details of the Page:

PIKACHU

ABOUT NEWS HOW TO PLAY TOP SCORE CONTACT LOGIN REGISTER

ABOUT US

LÊ HOÀNG NGUYỄN THẮNG QUỐC VIỆT BULBASAUR



PIKACHU

ABOUT NEWS HOW TO PLAY TOP SCORE CONTACT LOGIN REGISTER

NEWS



COLLECT YOUR FAVORITES FROM KANTO POKÉMON'S SPOOKIEST LOCALES

PIKACHU

ABOUT NEWS HOW TO PLAY TOP SCORE CONTACT LOGIN REGISTER

HOW TO PLAY



Pikachu Games - The best classic pikachu game without installation. Pikachu is a classic game that has received a lot of love from not only young people but also older people. Coming to the classic version of this classic pikachu game we will explore the game very interesting. This time of year Pikachu game will be a difficult challenge for you! Discover the old version of the game Pikachu attractive, although there are many other versions of pikachu have more beautiful images, but many still remain loyal to the ancient pikachu game. By simply, less glare by graphic images. Sure people still remember how to play? In the pikachu game, your task is to find pairs of identical shapes to connect pairs of pikachu no more than 2 times to eliminate them, the game ends when all pairs of pikachu online in the game. Finding pikachu in the game can help you improve your reflexes and train your eyes well. Classic pikachu game: Use mouse to perform actions. The game will automatically save after each level of play. I want you to catch many pikachu games!!!

PIKACHU

ABOUT NEWS HOW TO PLAY TOP SCORE CONTACT LOGIN REGISTER

TOP SCORE

▼

Avatar	Name	Score	Rank
	Pro	3500	
	Quốc Việt	3000	
	Minh Quang	2900	
	Óc chó	2800	
	Tùng Dương	2750	

PIKACHU

ABOUT NEWS HOW TO PLAY TOP SCORE CONTACT LOGIN REGISTER

CONTACT

▼

NAME

EMAIL ADDRESS

SUBJECT

MESSAGE

MAIN OFFICE

Squas Design, Inc.
Detech tower, 8th Ton That Thuyet, My Dinh
Cau Giay, Ha Noi
Phone: (+84) 12345678

Email
pikachu@gmail.com

We're on social networks

SEND MESSAGE

3.2.2. Admin's page

PIKACHU Hi, welcome to admin Search...

GENERAL

Users News

Name	Email	Avatar	Score	Edit	Delete
Quốc Việt	siro1829@gmail.com		3000	<button>Edit</button>	<button>Delete</button>
Nguyễn Thủ	siro18292@gmail.com		2700	<button>Edit</button>	<button>Delete</button>
Óc chó	siro18293@gmail.com		2800	<button>Edit</button>	<button>Delete</button>
Minh Quang	siro18294@gmail.com		2900	<button>Edit</button>	<button>Delete</button>
Tùng Dương	siro18295@gmail.com		2750	<button>Edit</button>	<button>Delete</button>
Pro	siro18296@gmail.com		3500	<button>Edit</button>	<button>Delete</button>

PIKACHU Hi, welcome to admin Search...

GENERAL

Users News

Title	Images	Content	Edit	Delete
Collect Your Favorites from Kanto			<button>Edit</button>	<button>Delete</button>
Pokémon's Spookiest Locales			<button>Edit</button>	<button>Delete</button>
Halloween Bonuses in Pokémon Duel			<button>Edit</button>	<button>Delete</button>
Research the Wonderful Shedinja			<button>Edit</button>	<button>Delete</button>

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4. Summary

After comparing to all requirements from Head of Marketing, we did complete all of the requirements. We will improve the speed and design of the program even more in the future.

We listed all the task and match it to member is responsible for at below table:

ID	Item	Details	Responsible
1	Main-page	Structure and Design	Viet
2	Sub-page	Hot Seller, Sale Off, Wedding Invitation	Viet
3	Validation Scripts	Validate user input data	Phuong
4	Front-end	Structure and Design	Viet
5	Lavarel Integrating	Coding and Testing	Viet
6	Game	Structure and Design Game	Hoang
8	Database	Structure, Design and Testing	Duc Anh
9	Program's interface	Design and Coding	Thang
10	Program's logic code	Coding	Hoang
11	Program Testing	Testing	Thang, Hoang
12	Integrate program, website with database	Coding and Testing	Viet
13	Github	Maintaining master branch	Thang

Reference Source:

- W3school (<https://www.w3schools.com/>)
- Google font (<https://fonts.google.com>)
- Lavarel framework (<https://laravel.com/>)