PROJECT REPORT

2D GAME DEVELOPMENT ENGINE

Course Code: CSIG 364

Course Name: Mini Project Using Java

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Registration no: 20384111

Department of Computer Science

Mini Project

April 1, 2024

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BONAFIDE CERTIFICATE

This is certify that the Mini Project entitled **" 2D GAME DEVELOPMENT ENGINE",** submitted by **D A GURUPRIYAN [Regno: 20384111]** is a record of bonafide work carried out by him, in the partial fulfilment of the requirement for the award of Integrated Msc.Computer Science at Pondicherry University This work is done in VI sem during year 2022-2023, under guidance.

Project Guide

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Dept.Computer Science & Engineering

External

Examiner Name:

Signature

Date:

Guide Signature

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1 Acknowledgement

It gives me a great pleasure in presenting the mini project report on '2D GAME DEVELOPMENT ENGINE'. I would like to express my deepest gratitude to my faculty, Dr. Sukhvinder Singh his valuable guidance, consistent encouragement for doing this project. I am really grateful to them for their support and giving me all the help and guidance I needed. Their valuable suggestions were very helpful.

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20384111

2 Objective of the Course

The objective of this mini-project course using Java is to provide students with hands-on experience in developing Java applications. Through this project, students will learn the fundamentals of Java programming and how to apply them to real-world scenarios. By the end of the project, students will have gained proficiency in developing Java applications and will have built a solid foundation for pursuing more advanced Java courses or projects.

Specifically, the objectives of this project are as follows:

- To gain an understanding of Java programming language and its syntax
- To learn how to develop console-based Java applications
- To learn how to use object-oriented programming concepts in Java
- To learn how to develop graphical user interfaces (GUIs) using Java Swing framework
- To develop problem-solving skills by working on a real-world project

3 Problem Objectives

The objectives of the project are:

- To create a Java-based game engine that can be used to develop 2D platformer games.
- To implement a physics engine that can simulate basic 2D physics, such as gravity, collisions, and friction.
- To design and build a user-friendly level editor that allows game designers to create and modify game levels easily.
- To develop a rendering engine that can display game objects, including characters, enemies, obstacles, and backgrounds, with smooth animation and visual effects.
- To integrate sound and music into the game, to enhance the player experience and create a more immersive environment.
- To optimize the game engine and graphics rendering for performance, to ensure smooth gameplay on a variety of platforms and hardware configurations.

These objectives will be achieved by following established software engineering practices, including iterative development, code reviews, testing, and documentation. The project will be released under an open source license, to encourage collaboration and community participation.

4 Abstract

The Mario Game Project is a Java-based game development project aimed at creating a fun and engaging game experience for players of all ages. The project utilizes a variety of programming concepts and techniques, including object-oriented programming, design patterns, and game physics. The game features a range of levels, enemies, power-ups, and other elements that are designed to challenge players and keep them engaged. The project is intended to be a comprehensive exploration of game development techniques in Java, and serves as an excellent learning resource for developers looking to improve their programming skills. Through the development of this project, we hope to create a fun and engaging game that is both challenging and enjoyable for players, and provides a rich learning experience for developers interested in game development.

5 Problem Statement

The gaming industry has witnessed exponential growth in recent years, and video games have become a popular source of entertainment for people of all ages. Many developers are now creating games that are accessible to a wider audience, including casual gamers. One such game is Mario, a platform game developed by Nintendo.

The aim of this project is to create a Java-based version of Mario, which will be developed using the Java Development Kit (JDK). The project will be developed in a modular manner, with different modules handling different aspects of the game, such as rendering graphics, physics, and user input.

The main challenge of this project is to create a game that is engaging and fun to play, while also being accessible to casual gamers. Additionally, the project must be developed in a way that is scalable and maintainable, to allow for future updates and enhancements.

To address these challenges, the project will make use of various design patterns and software engineering principles, such as the Model-View-Controller (MVC) architecture, object-oriented programming, and agile development methodologies. The project will also be thoroughly tested to ensure that it is free from bugs and runs smoothly on different platforms.

6 Functions

The functions of the Mario game project include:

- The main function of the project is to provide a platform for playing the classic Mario game with modern graphics and improved gameplay. The game consists of several levels, each with its unique challenges and obstacles that the player must overcome.
- The physics package contains classes that simulate the laws of physics in the game world, including gravity, acceleration, and collision detection. These classes ensure that the game is realistic and provides a challenging experience for the player.
- The rendering package contains classes that render the game graphics, including the background, characters, and objects. The package includes classes that handle the animation of the game sprites, as well as the camera movement.
- The scenes package contains classes that manage the game scenes, including the main menu, game levels, and game over screen. These classes ensure that the game flow is smooth and that the player can navigate through the different parts of the game.

Other functions of the project include:

- Object-oriented design: The project uses object-oriented programming principles to ensure that the code is modular and easy to maintain.
- Extensibility: The project is designed to be extensible, allowing for the addition of new levels, characters, and game features.
- User input: The project includes classes that handle user input, including keyboard and mouse input, to ensure that the player can control the game effectively.
- Sound: The project includes classes that handle the game's sound effects and music, providing an immersive experience for the player.
- Observers: The project uses the Observer pattern to ensure that the game state is updated correctly and that the player is notified of any changes in the game.

7 Design

The Mario project is designed to have a modular structure, with each module representing a major component of the game. The modules are as follows:

1. **Editor**: This module is responsible for creating and editing the levels of the game. It provides a graphical interface for users to design and modify the game's levels.
2. **Physics2D**: This module is responsible for handling the 2D physics of the game. It provides a simulation of gravity, collisions, and movement of the game objects.
3. **Renderer**: This module is responsible for rendering the game graphics on the screen. It uses OpenGL to draw the game objects and apply textures.
4. **Scenes**: This module is responsible for managing the different scenes of the game, such as the main menu, level selection, and game play scenes.
5. **Observers**: This module implements the observer pattern and is responsible for updating the game state based on the user's input and game events.
6. **Unity**: This module is responsible for the artificial intelligence of the game. It provides a decision-making mechanism for non-player characters in the game.
7. **Util**: This module provides utility classes for the game, such as input handling and file management.

The modules interact with each other to form the game's overall structure. The Editor module creates and modifies the levels of the game, which are then simulated by the Physics2D module. The Renderer module then renders the game graphics on the screen based on the simulated game state. The Scenes module manages the different scenes of the game, which are updated by the Observers module based on the user's input and game events. The Unity module provides the decision-making mechanism for non-player characters in the game. The Util module provides utility classes for the other modules to use.

Overall, the modular design of the Mario project allows for easy maintenance and extension of the game.

8 Methodology

In order to achieve the objectives of the project, the following methodology will be followed:

1. **Requirement Gathering:** Firstly, the requirements of the project will be gathered by analyzing the problem statement and consulting with the stakeholders.
2. **Design:** After gathering the requirements, the system design will be created. This includes the architecture, data models, class diagrams, and user interfaces.
3. **Implementation:** Once the design is finalized, the actual coding of the system will be done. This will involve writing code in Java using the popular game development framework, LibGDX.
4. **Testing:** After the implementation is complete, the system will be tested using various test cases to ensure that it meets the requirements and is free of bugs.
5. **Deployment:** Once the system passes all the tests, it will be deployed on a server and made available to the users.
6. **Maintenance:** Finally, the system will be monitored and maintained to ensure that it continues to function smoothly and remains up-to-date with the latest technologies.

This methodology will ensure that the project is completed on time, within budget, and meets the requirements of the stakeholders.

9 UML Diagrams

In this section, we provide a detailed overview of the UML diagrams that were created for the Mario project. These diagrams help to visualize the various components and interactions within the system.

9.1 Class Diagram

The class diagram in Figure 1 illustrates the different classes present in the Mario system along with their attributes and methods. The `Main` class serves as the entry point for the application and contains the `main` method that is responsible for starting the game.

9.2 Sequence Diagram

The sequence diagram in Figure 2 shows the interactions between various objects during the execution of the `run` method of the `Main` class. This diagram helps to visualize the flow of control and communication between different objects in the system.

9.3 Activity Diagram

The activity diagram in Figure 3 illustrates the workflow of the Mario system. The diagram shows the various activities that need to be performed in order to start and run the game. The diagram helps to visualize the overall workflow of the system.

9.4 Use Case Diagram

The Use Case Diagram for the Mario project is shown in Figure 4. It outlines the various actors and use cases involved in the system.

Overall, these UML diagrams provide a comprehensive view of the Mario system, making it easier to understand and maintain.

10 Applications

The Mario project has many potential applications in the field of game development and education. Here are a few examples:

- Game developers can use the codebase as a foundation for building their own 2D platformer games. The physics engine, renderer, and editor components can be customized to fit the specific needs of the game.
- Educators can use the project as a teaching tool for computer science and game development courses. Students can learn about object-oriented programming, game design, and software architecture by examining and modifying the codebase.
- Researchers can use the project as a benchmark for evaluating machine learning algorithms for game playing. The project could be extended to include AI agents that learn to play the game, and their performance could be compared to human players or other algorithms.

Overall, the Mario project has the potential to be a valuable resource for developers, educators, and researchers interested in game development and computer science.

11 Sample Screens

Here are a few sample screens from the Mario project:

11.1 Main Menu

The main menu screen (Figure 5) is the first screen that the user sees when launching the game. It contains options for starting a new game, loading a saved game, accessing the settings menu, and exiting the game.

11.2 Gameplay

During gameplay (Figure 6), the user controls Mario as he navigates through the levels. The screen displays the level design, power-ups, enemies, and the character's status, such as remaining lives and score.

11.3 Game Over

When the player loses all their lives, the game over screen (Figure 7) is displayed. It provides the option to restart the level, go back to the main menu, or exit the game. The screen also displays the player's final score and the high score for that level.

12 References

References

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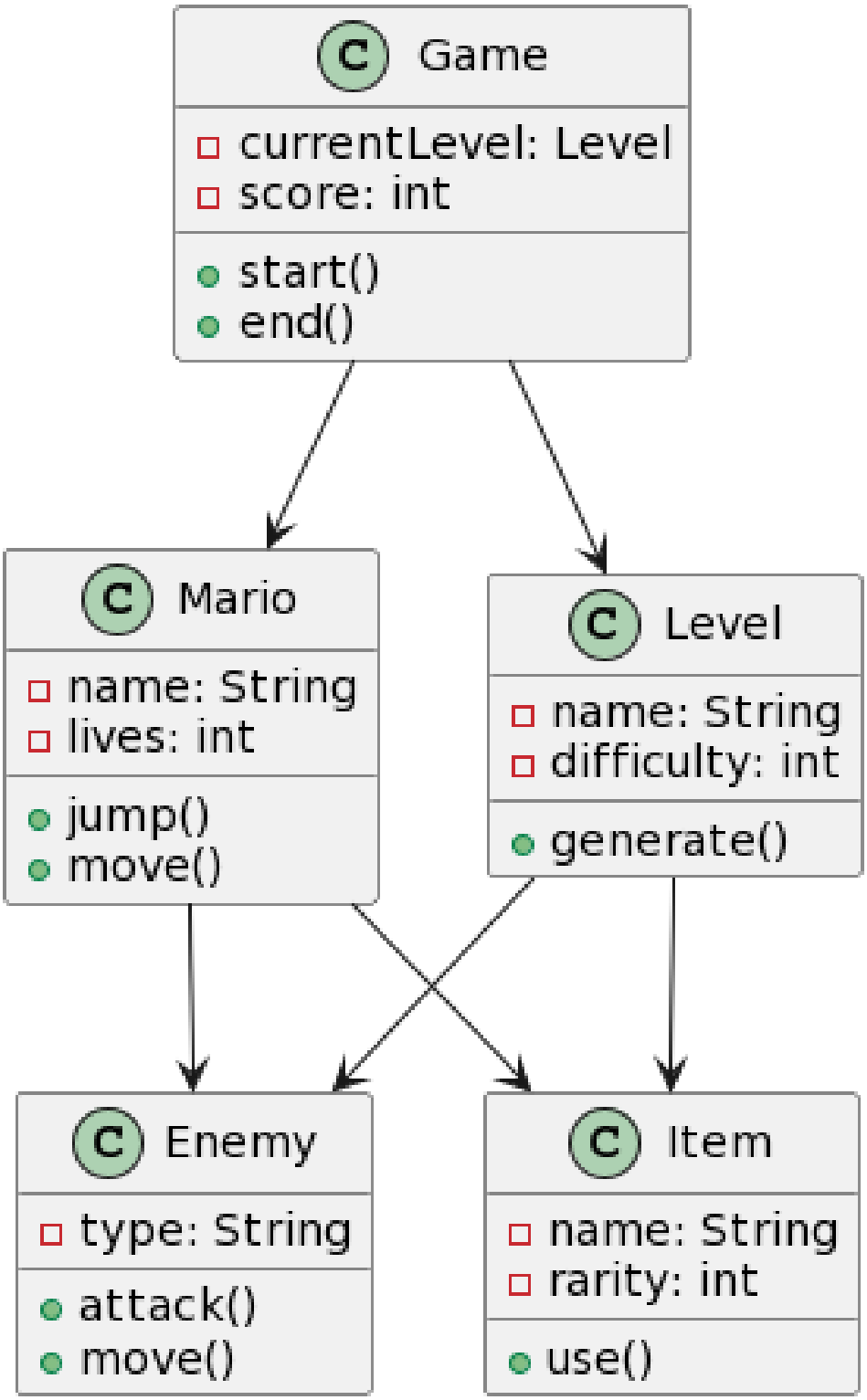

Figure 1: Class Diagram

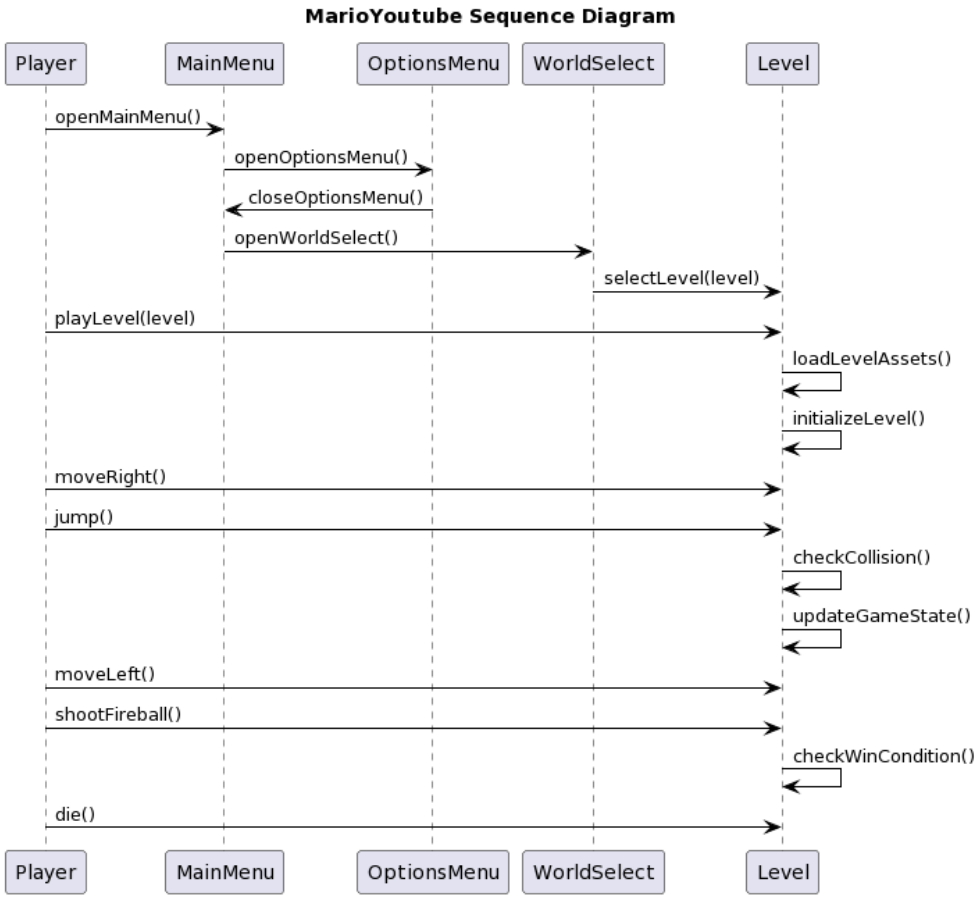

Figure 2: Sequence Diagram

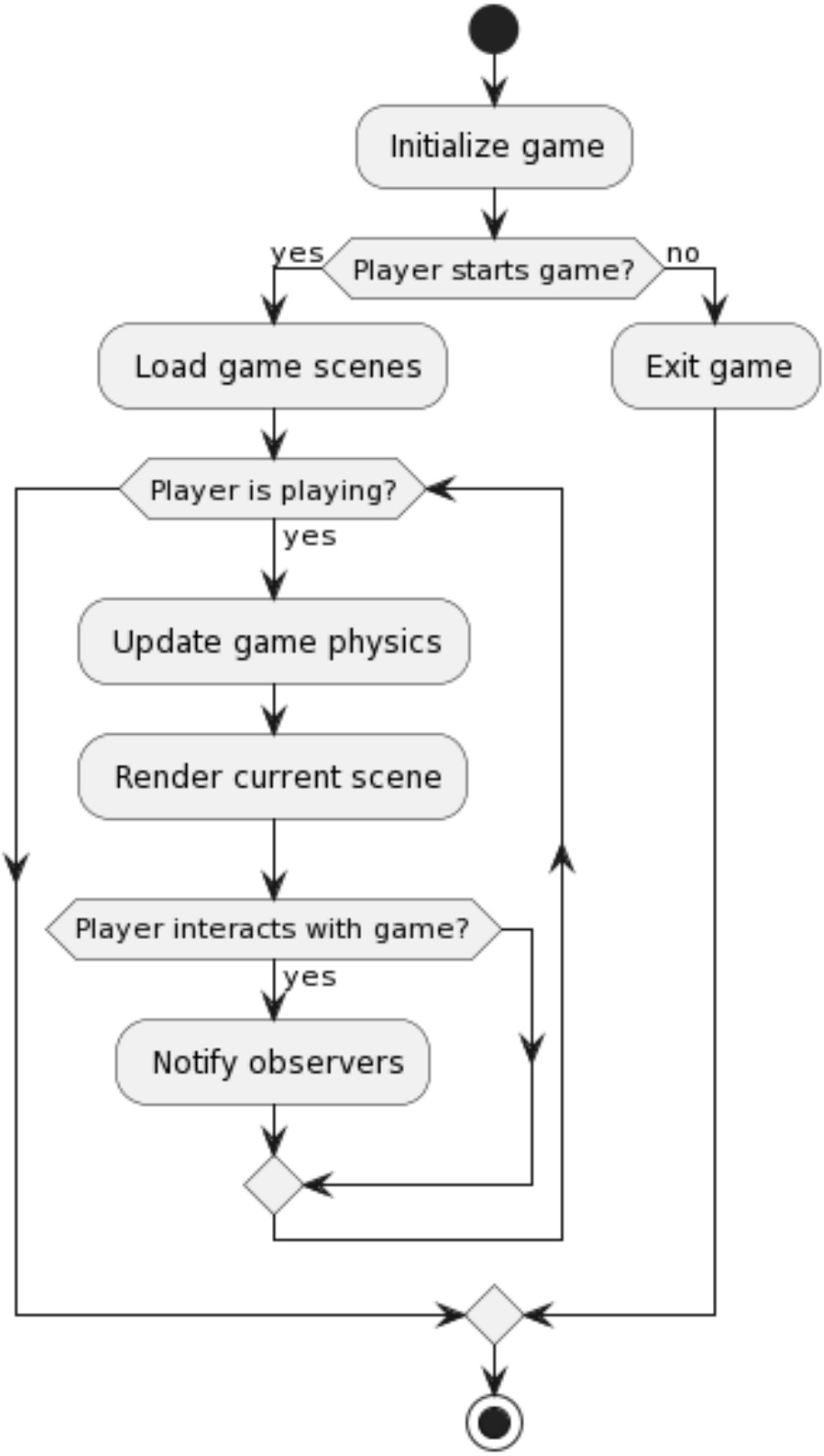

Figure 3: Activity Diagram

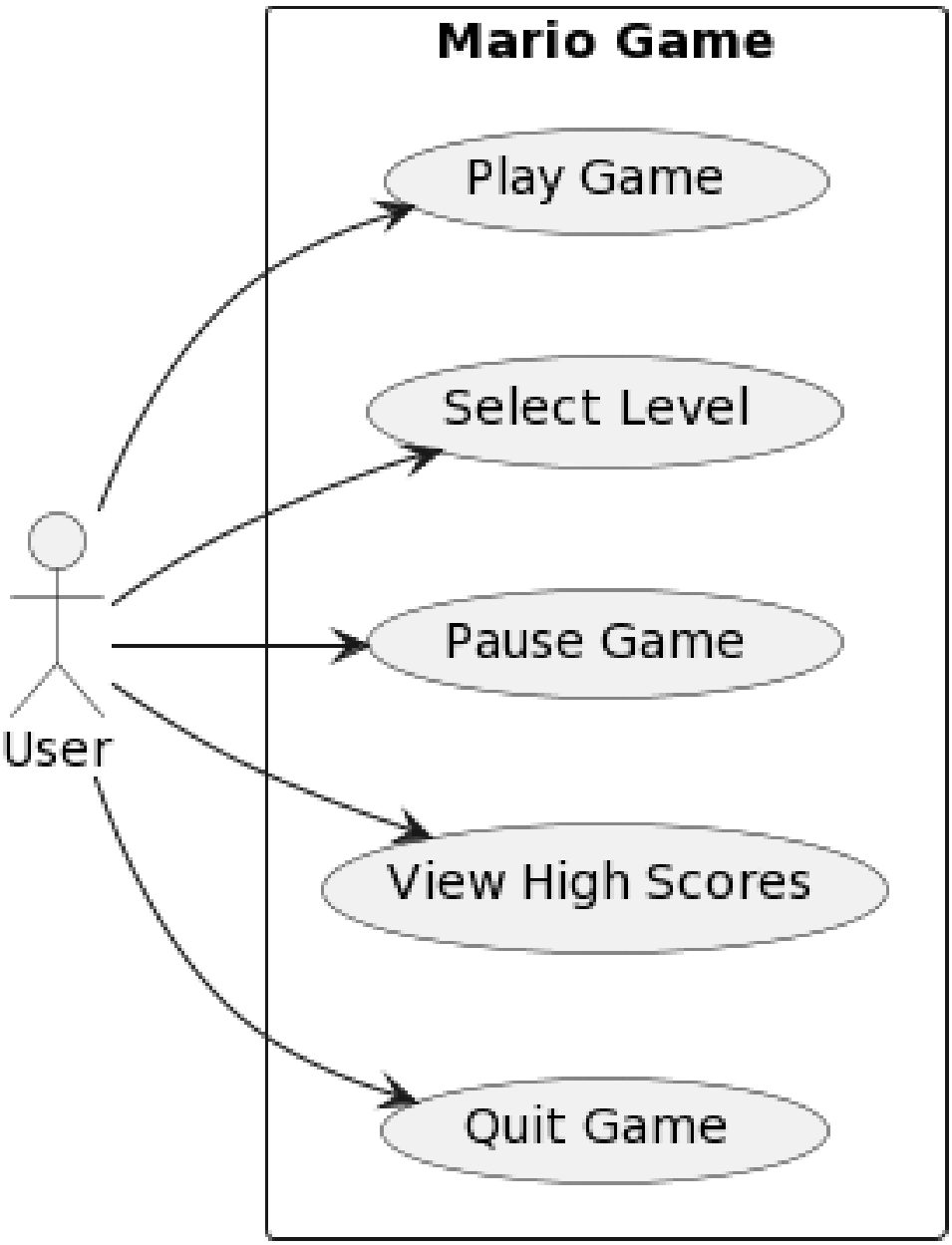

Figure 4: Use Case Diagram for the Mario Project

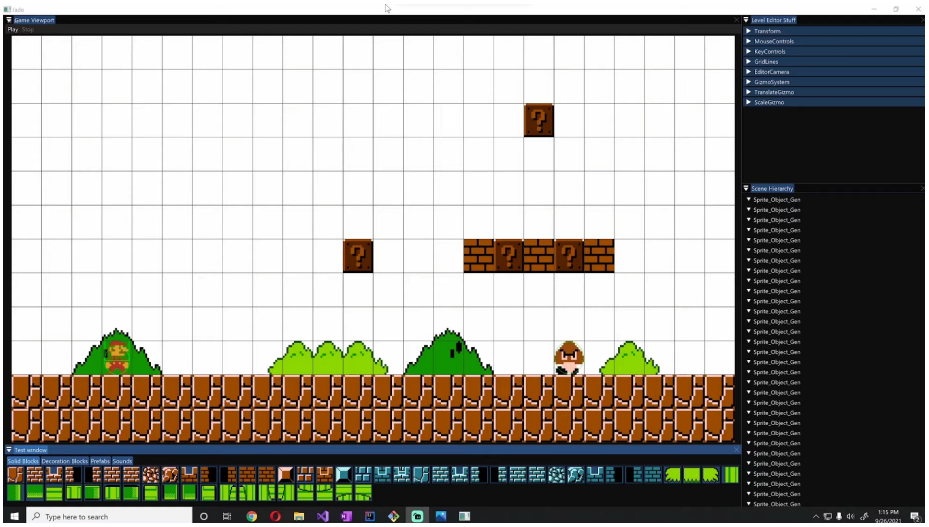

Figure 5: The Game Editor Screen

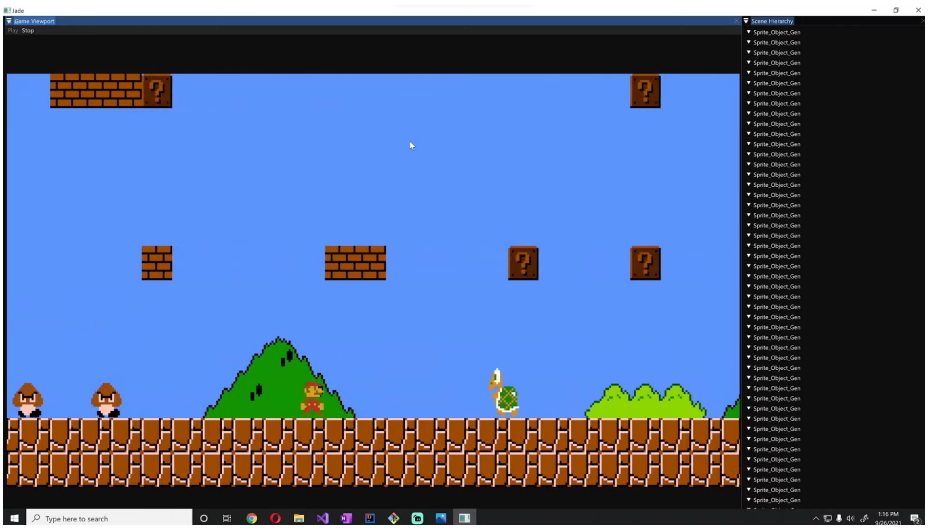

Figure 6: A screenshot of the gameplay in progress

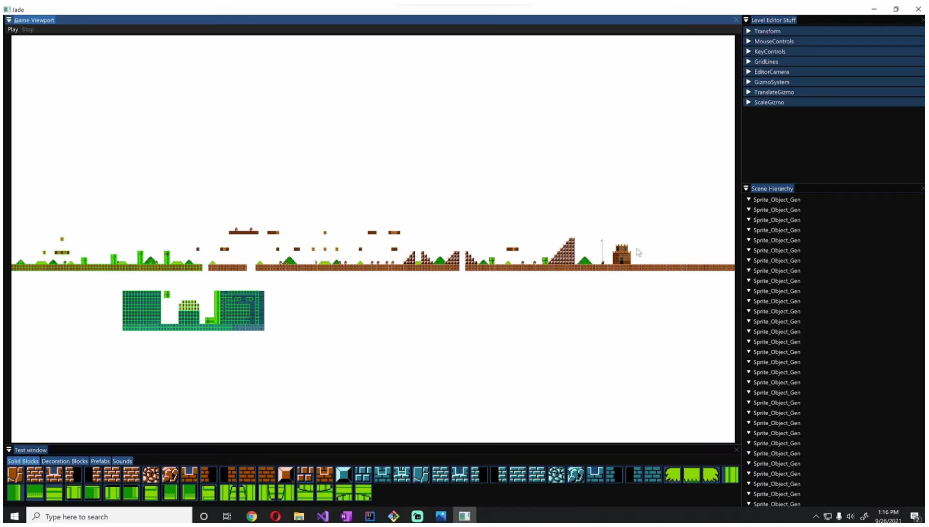

Figure 7: Full view of the Game Editor