<u>Artifact submission (CIS Assignment)</u>

- **Title of the project**
  DESMO
- **Introduction**

  This is a computer game developed by using the smile API and further improving it. The JAVA API is used for this. It is expected to be completed as a computer application. Add and create new features in addition to the applications in smile API.

  1. Interfaces (Front End)

     Main GUI - This is the starting interface of the game. Here, icons and tabs are established to get access for other interfaces.

     Sign In GUI - The Player can register to the game as a new player through this Interface.

     Login GUI - If a Player has played in this game before and has an account, that player can connect to the account through this interface.

     Game GUI - Through this interface, the player gets the opportunity to engage in the game. If it is a new game or not, the player can decide to pick up where he left off.

     High Score GUI - Through this interface, the player can know the maximum number of marks obtained by the players who have participated in this game so far.

     Settings GUI - The player can make changes to the game in the settings menu through this user interface.

     Careers Details GUI – The player can get a good idea about the progress made in the game.

  2. Database (Back End)

     This is done by storing the information in the game. Item constant values, players' account details and player's scores so far etc.

  3. Coding Part (Back End)

     The coding part is the creation of functions and mathematical logics used for all design work.

  4. Buttons and Tab Events (Front End)

     Login Button - If a Player has played in this game before and has an account, that player can connect to the account through this button event.

     Sign Button -The Player can register to the game as a new player through this button event.

     New Game Button - Player can start a new game go through this button event.

     Delete Button - The player can delete all the data related to his player account through this button.

     Settings Button - The player can refer to the settings menu by this button event.

     Continue Button - Player can continue the game go through this button event.

     Career Tab – The career page can be accessed through this.

- **Source Code**

  - ❖ Code - JAVA is expected to be used as a source code here.
  - ❖ Software Architecture Pattern - Singleton Pattern
    Command Pattern.
  - ❖ Software Architecture - OOP concepts are used here as the software architecture.

- **Deliverables**

  5. The Software's Used – The details of the software's used are as follows.
     - ❖ IntelliJ IDEA is used for source code work and GUI.
     - ❖ Adobe Illustrator is used for vector graphics edits and animation design.
     - ❖ Mongo DB for database.
     - ❖ Unreal Engine for design a game background.