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Fun With Anagrams

CS 170-02

AnagramGame.java-Wasif

Menu.java-Parsa

Player.java-Parsa

Question.java-Wasif

QuestionMenu.java-John

Images-John

anagramGame.java

This is the main class that runs the program. It makes use of the JOptionPane dialog message. This brings up the main menu that lets the user start the game. The size of the window is set in here. Here the questions are loaded here and the input box is open to take in the user’s input.

Menu.java

This class creates the main menu. It basically is the graphical user interface of the menu. It set the font size and type. It also contains the title of the game, the exit button, and keeps track of the player turns.

Player.java

This class stores the player name and players score. It also contains a constructor for the class that initializes.

Question.java

This class keeps track of how the questions and answers are handled in the program. For every word, an image is found for display. When the user enters in the answer, it does a string comparison to check if the answer is correct or not.

QuestionMenu.java

Included here is the operation class code that has all the methods that the driver class will use to create objects and run the program, which displays the question menu of the program. It also keeps track of the players user name.

Group Meeting Log

11/20/17 – 2pm-6:15pm

We all met at the Active Study Room to discuss ideas of what the game could be about.

11/27/17 – 2pm – 6:15pm

We all met at the Active Study to get started on the project. We all looked at different images and decided what pictures to use. We discussed parts that we needed to work on and helped each other if we got stuck.

11/29/17 – 4pm-6:15pm

We all met at a local Starbucks to continue progress on the project. After this we tried running the program which had some errors we needed to fix. We decided to work on that next time we meet up.

12/1/17 – 1pm-6:15pm

We all met at Slapface Coffee to finish up the project and then to run and debug the program. Wasif did a great job of fixing the errors.

12/2/17 – 5:30pm – 7:15pm

We all met at Parsa’s residence to make additional touches to the project.

12/12/17 – 10am-11am

We all met at the Active Study Room to finalize everything before submission.

Screenshots

























