



COMP1110/6710 Group Assignment 2 - Azul

Tue 12f:

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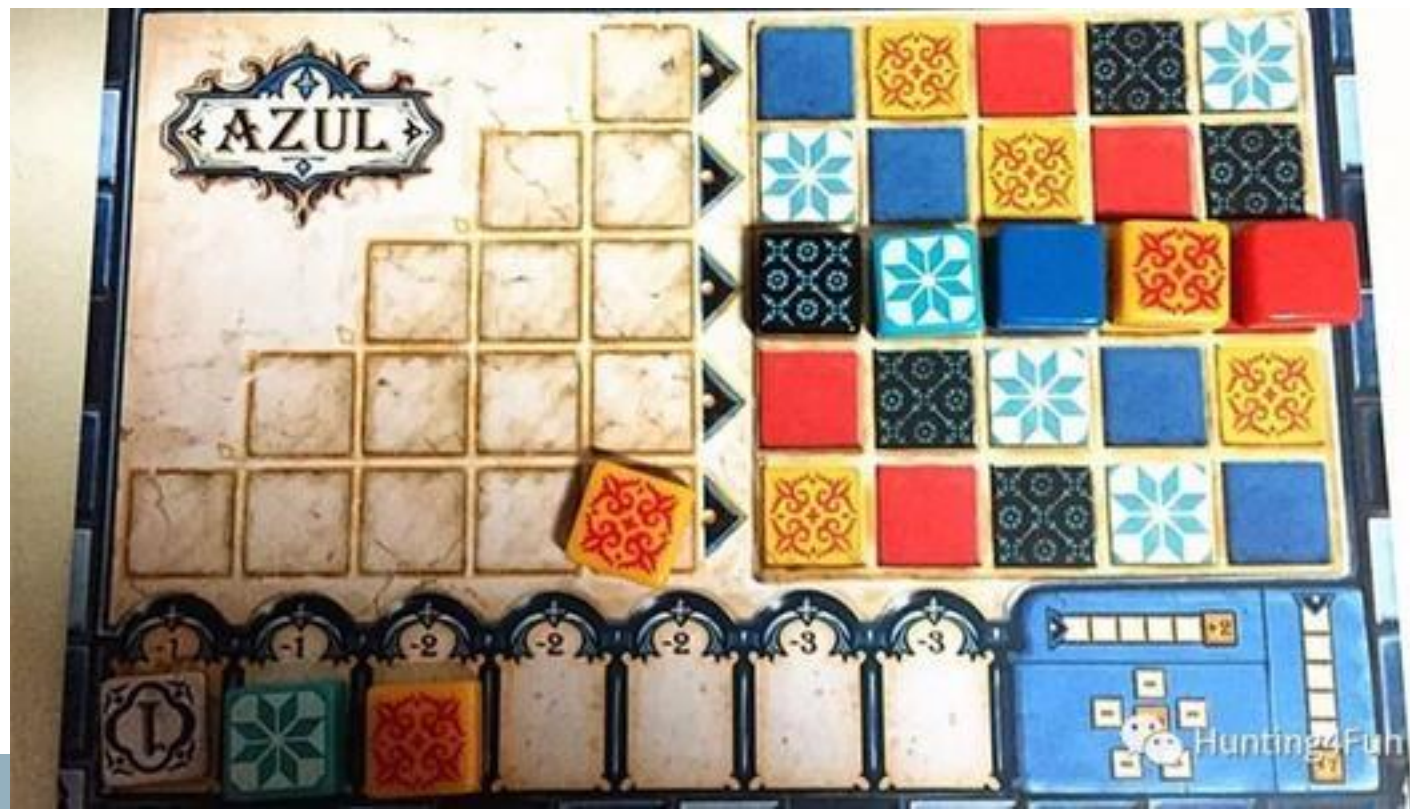


01 – Introduction

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Completed: task 1-14

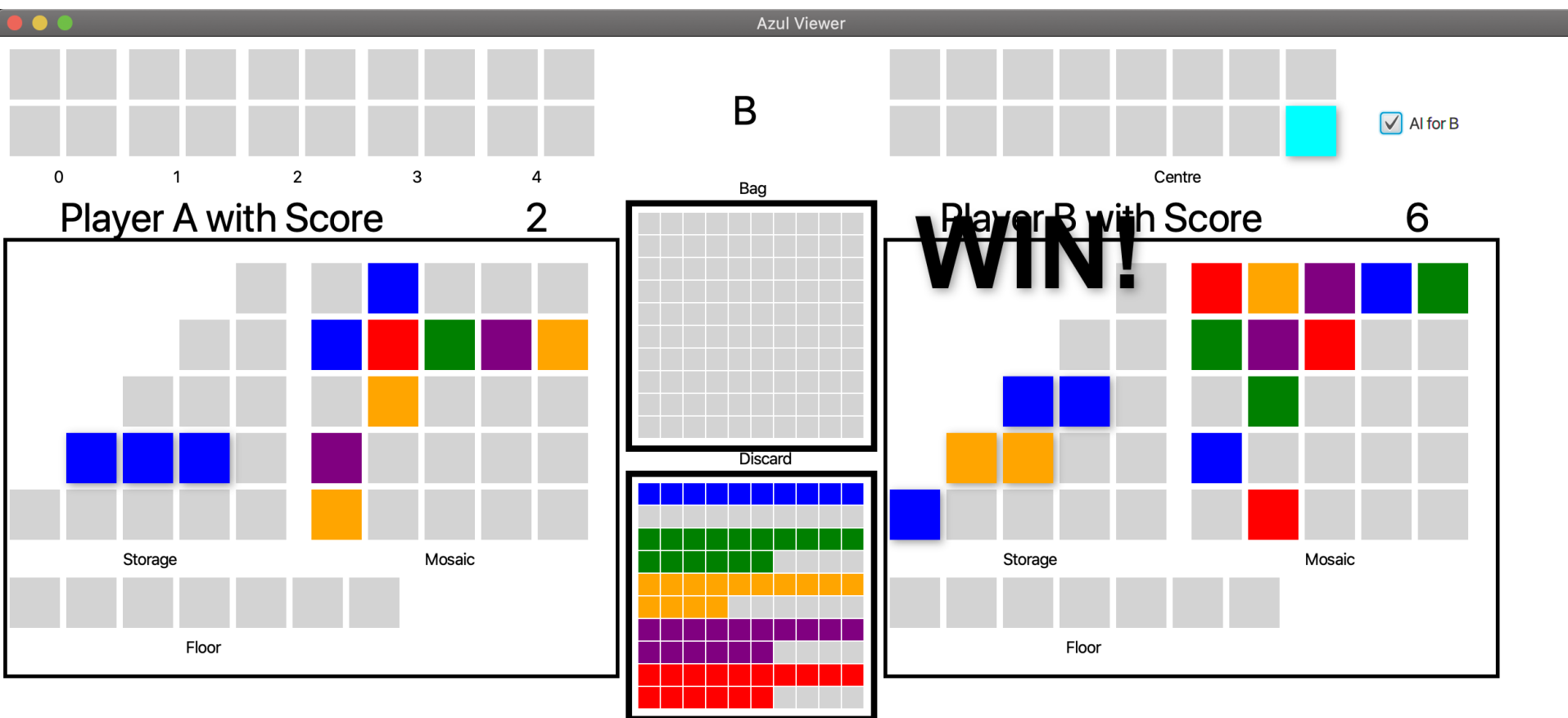
A 2-player game with computer opponent





02 – Demonstration of program

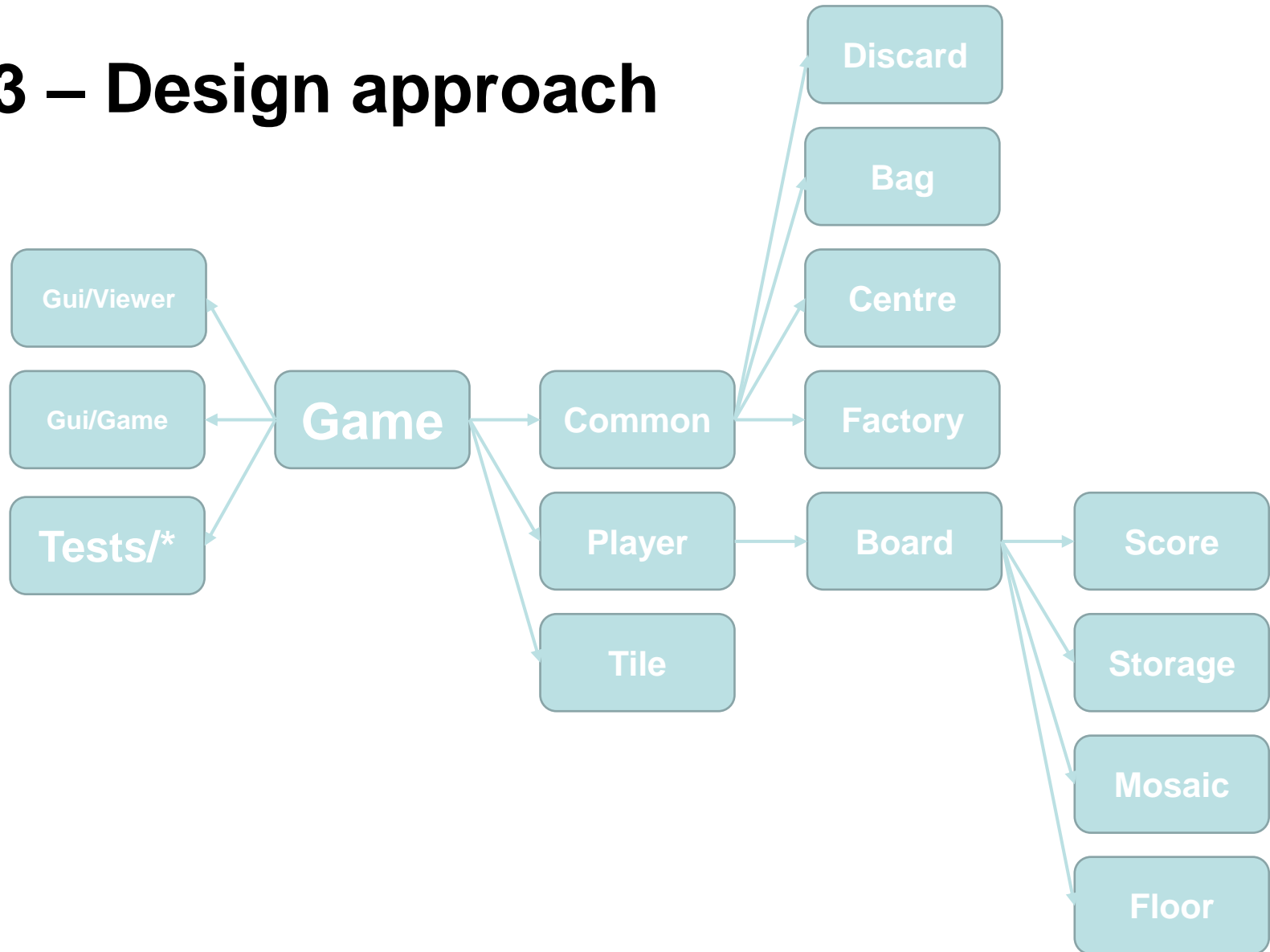
02 – Demonstration of program





03 – Design approach

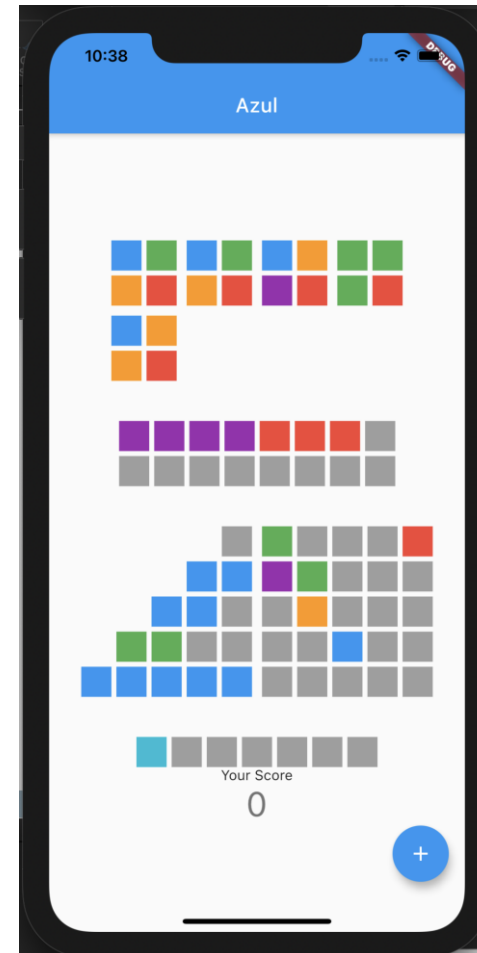
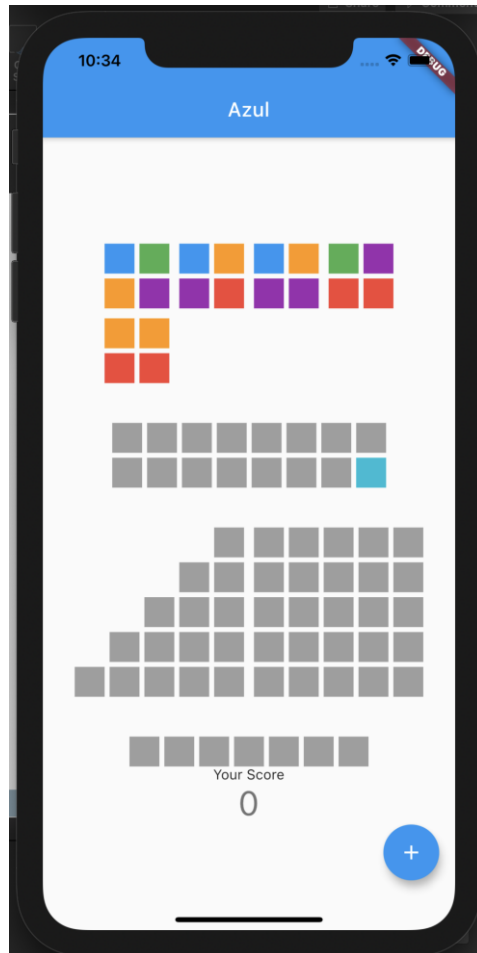
03 – Design approach





04 – Interesting aspects

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04 – Porting Steps & Challenges

- 1. Mobile framework – Java fx -> Flutter ✓**
- 2. Different language – Java -> Dart ✓**
- 3. Redesign UI – Java fx -> Flutter ✓**
- 4. A playable single player game against AI ✓**
- 5. Setup game server x**
- 6. 4-player battle x**



05 – Questions and answers