SPŠE Ječná

IT Technology

Střední průmyslová škola elektrotechnická, Praha 2, Ječná 30

Candy Crush

Jan Kouba
IT
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Obsah

1 Project Goal

The goal of this project was to create a game with the same mechanics as Candy Crush, first I wanted to make it an endless highscore-type game, but I ended on a reach-this-score game

2 Software

The project was created with IntelliJ Idea using JDK 16.

The most notable libraries used in this project were JavaX Swing and Java AWT for the GUI.

Chat GPT was also used but **ONLY** for fixing some errors in the code.

3 Game Description

3.1 Mechanics

The game starts in the MENU thats created using Java AWT for the GUI there are 5 buttons

1. Start – Generates the game board and starts the game
2. Load – Used for loading the saved CSV file
3. About – A short descripton about the game
4. Exit – Exits the game
5. Highscores – It was meant to be a function in the early stages of development, but it turned out like a bad idea, so I created a score limit of 500

When the game starts there is a little bar at the left hand corner, opening it allows you to

1. New Game – Allows you to generate a new game
2. Save Game – Saves the game into a CSV file
3. Load Game – Loads the game
4. Help – Helps you with the next move

4 Manual

Candy Crush is a match-three game at its heart, which means you play by matching sets of at least three similar {or 4) candies to destroy them and earn points. You can move the candies by taping them and clicking the candy you want to swap it with. The game ends when a player earns 500 points.

5 Conclusion

Im not really happy that I chose this theme because the number of errors, mistakes and functions I had to do withstand was insane. I'd say I actually burnt out like 4 times during this project because of something I couldn’t fix and was struggling to even think about working on the project and I am happy that its over.

6 Sources

[1] Open AI / Chat GPT, San Francisco, California, U.S, https://chatgpt.com