UNIVERSITY OF MALAYA

Assignment Managerial Report

WIX 1002

Fundamentals Of Programming

CAT_ARE_AWESOME

Lecturer: Dr. Mohd Hairul Nizam Bin Md Nasir

Group Name: FOP_is_Easy

NAME	MATRIX NUMBER
BOO JIN SIANG(LEADER)	WID190005
ALVIN ANG ZEE QIN	WID190003
NG YONG ZHANG	WID190510
TONG BOON ONN	WID190057

WE are FOP_is_Easy

BOO JIN SIANG

MATRIX NO.   : WID 190005

COURSE   : ARTIFICIAL INTELLIGENCE

NOTHING IS POSSIBLE IF YOU DIDN'T PUT ANY EFFORT

ALVIN ANG ZEE QIN

MATRIX NO.   : WID 190003

COURSE   : ARTIFICIAL INTELLIGENCE

SEE FAR. DO LESS. THINK SMART

NG YONG ZHANG

MATRIX NO.   : WID 190510

COURSE   : ARTIFICIAL INTELLIGENCE

IF MONEY CAN SOLVE THE PROBLEM THEN IT'S NOT A PROBLEM

TONG BOON ONN

MATRIX NO.   : WID 190057

COURSE   : ARTIFICIAL INTELLIGENCE

START WHERE YOU ARE. USE WHAT YOU HAVE. DO WHAT YOU CAN.

Roles and Assigned Work

1)BOO JIN SIANG (WID 190005)

-Design the flowchart and the managerial report

-Design game map and report template

-Programming Advisor

-Coding & Report Writer

2)ALVIN ANG ZEE QIN (WID 190003)

-Programming and Coding

-Debugging

-Programming Advisor

-Compile project

3)NG YONG ZHANG (WID 190510)

-Programming and Coding

-Debugging

-Programming Advisor

-Data Research

4) TONG BOON ONN (WID 190057)

-Report writer

-Programming Advisor

-Coding

-Data Research

Project Timeline

ACTIVITY	W6	W7	W8	W9	W10	W11	W12	W13	W14
Formation of Group	■								
Assignment released & Obtained	■								
Plan Timetable and Allocate Work	■	■							
Analysis of the code and brainstorm algorithm		■	■						
Meeting & Discussion		■	■						
Programming & Coding			■	■	■	■	■		
Meeting for Learn and Check Coding				■	■	■	■		
Debugging				■	■	■	■	■	
Design & Write Report							■	■	
Submission								■	
Demo									■

Problem Faced

Initially, we have done some research on this type of game. We are search which method are suitable for programming. Finally, we choose Java Fx. We have not learn Java Fx before. We have learnt how to program in Java Fx. Lastly, we use fxml with scene builder to design our project. The graphic created by scene Builder is way more attractive than just printing out the output in Netbeans. We faced one difficulty is that the code used in Java Fx is a bit different and more difficult than normal Java program.

No one of us know how to code in Java Fx, we start to learn Java Fx and Scene Builder. We having problem when generate the game map and how to make the cat move in the map. So, we do research on this features. Finally ,we came out with our solution which using grid pane and change the position of the object in grid pane.

We facing problem of different type of coding statement use din Java Fx. We need to do a lot of research on which code are the suitable code that can using by us. We realize it is not easy to coding and programming if you did not put effort on it.

From the task, we learned how to cooperate with each other to build a good program and realize that teamwork is very important in a group in order to complete one task. We also increased our knowledges in programming and know how to build a fun game program. We appreciate that this project assignment let us learn a lot of new stuff and get to know each other in the group. Thank you.