



Combo Counter

Students:

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Problem

The previous version of Combo Counter's combo mode was nonfunctional and did not match the other game modes in execution, resolution size, and overall aesthetic.

Current System

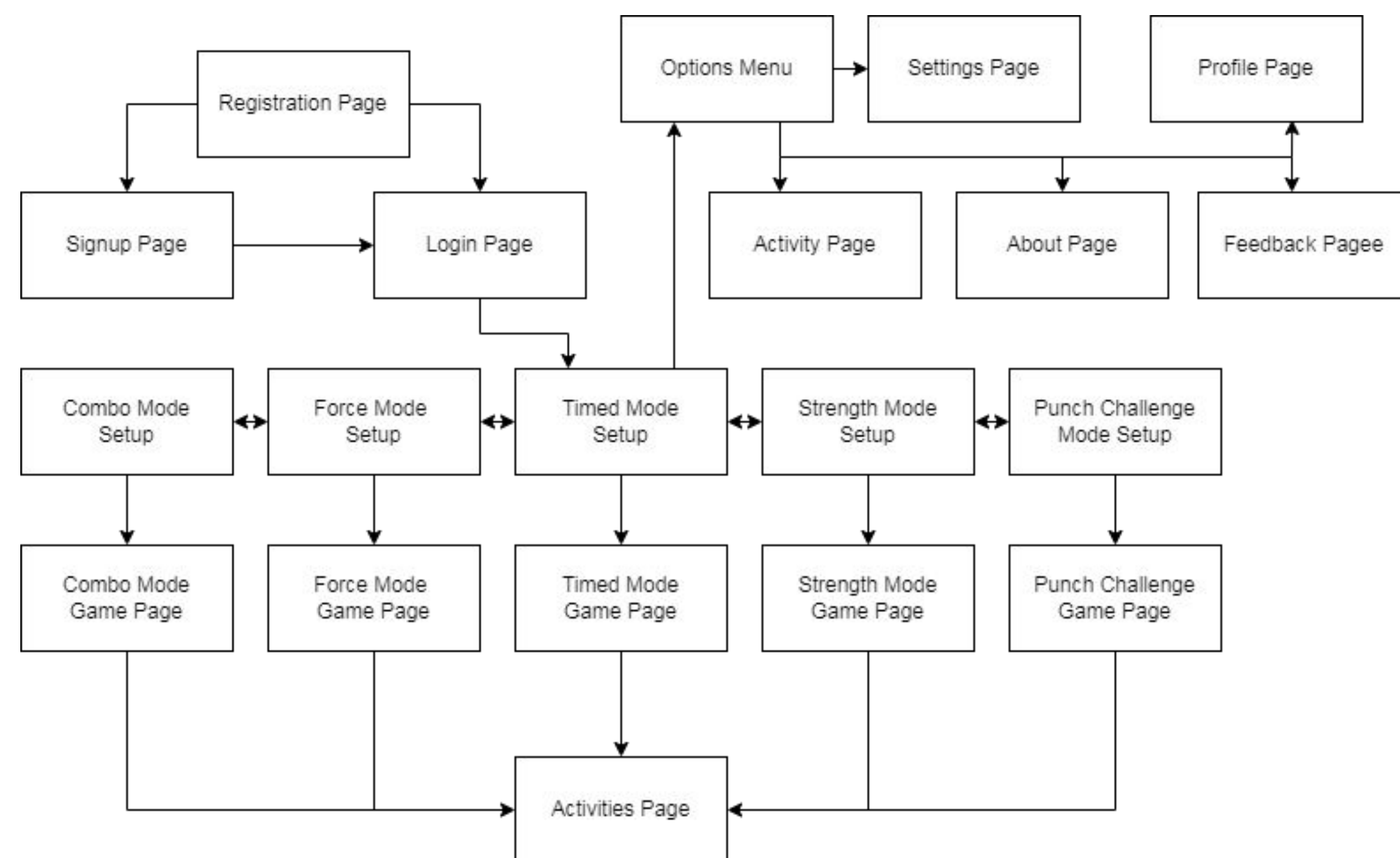
- Users can use combo mode.
- Combo mode gives feedback based on user parameters
- Combo mode matches the other game modes visuals
- Combo mode has the same resolution size as the rest of Combo Counter
- Users can save their game data

Requirements

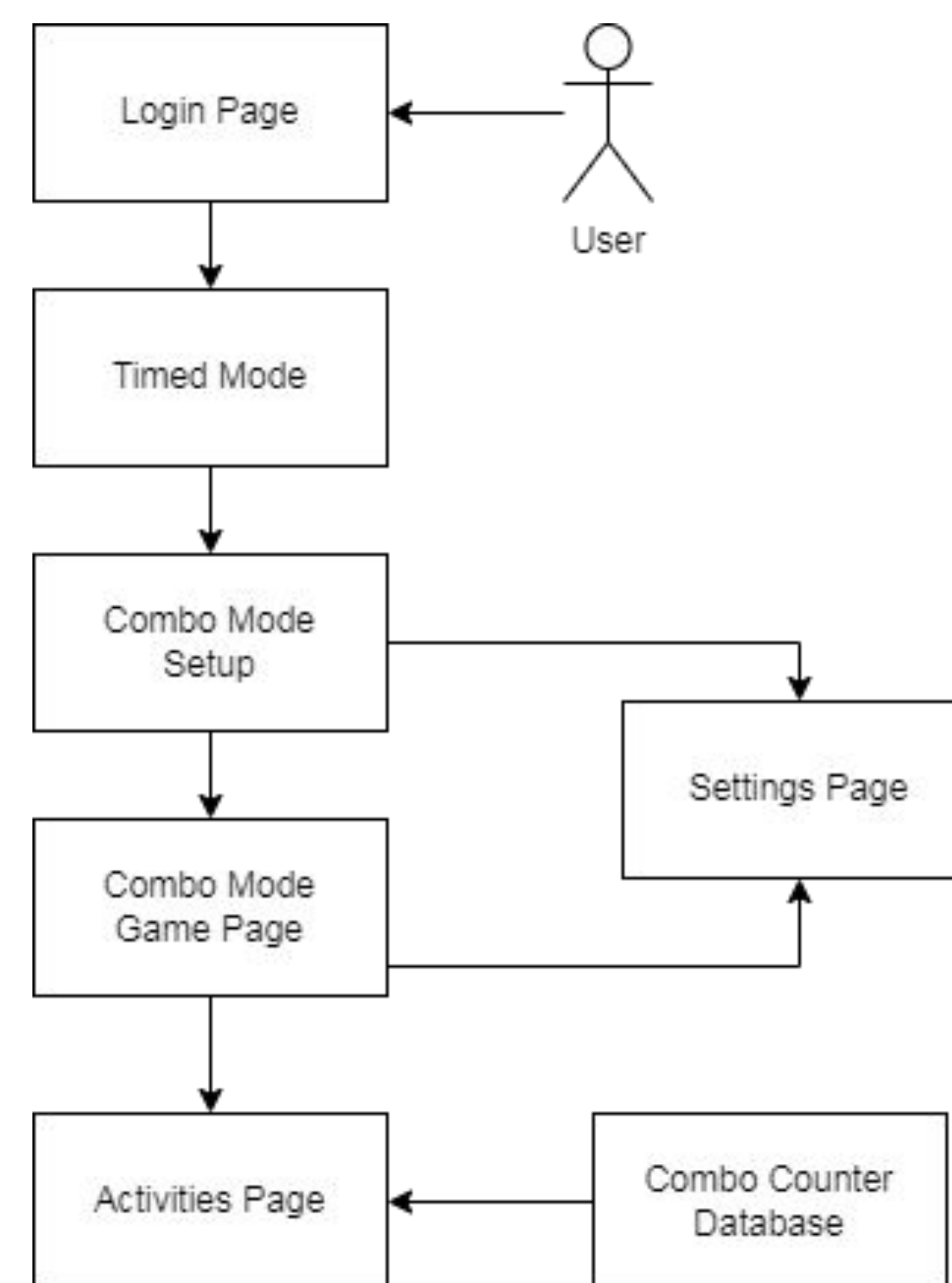
Software:

- NetBeans IDE 12.4
- JDK 16 or Java SE 16 or newer
- MySQL Community Server 8.0 or newer

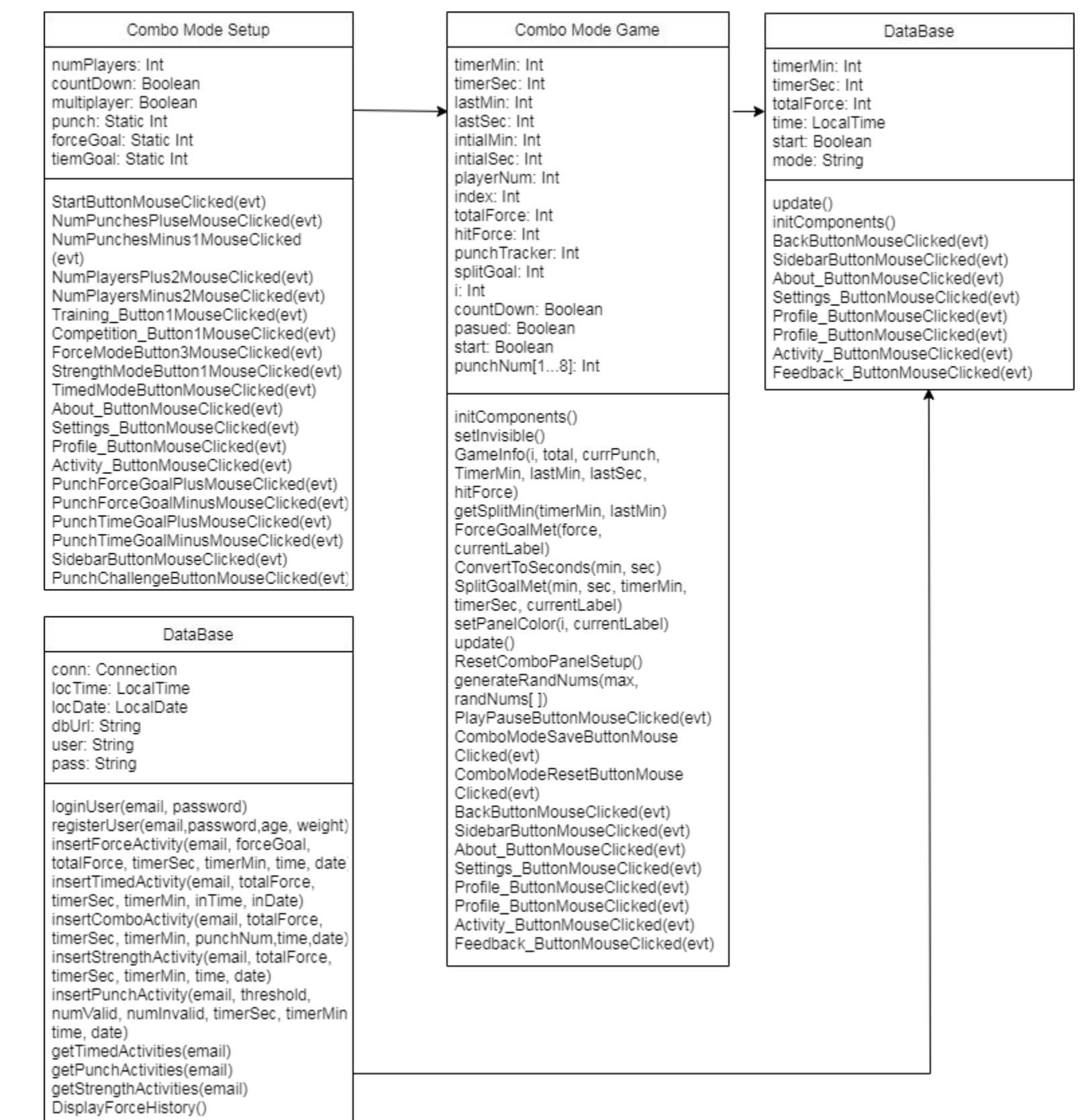
System Design



Object Design



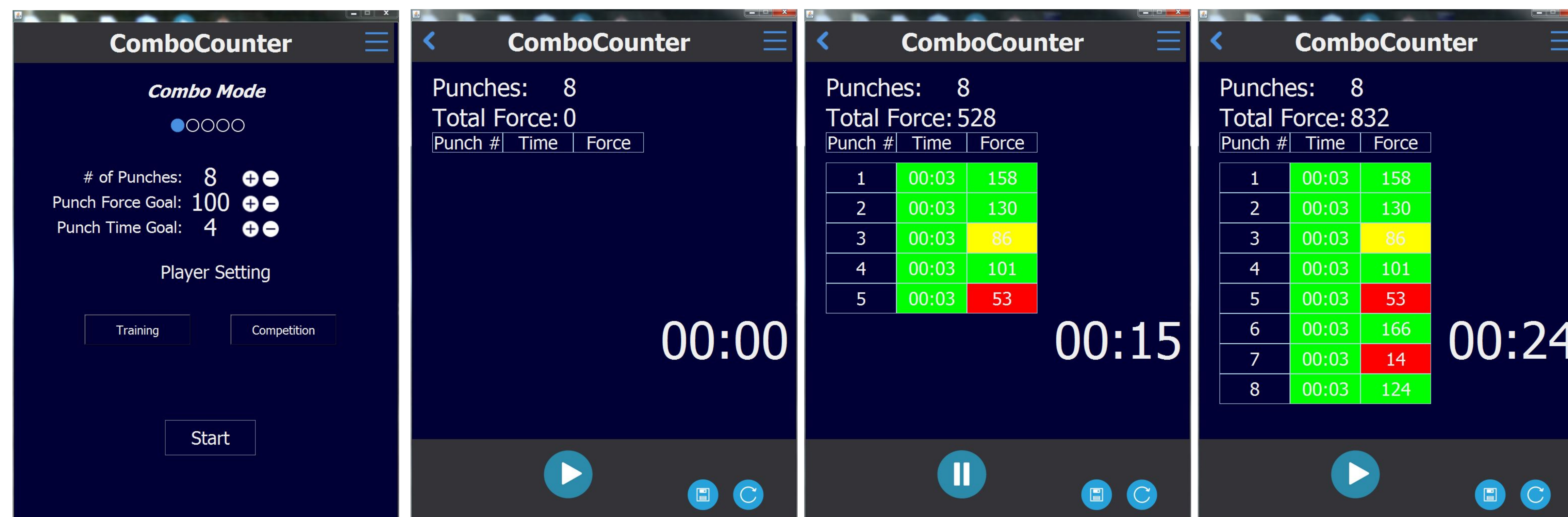
Implementation



Verification

System Test Case #05	
System Test Case : Combo Counter	
User Story: Combo Mode	
Purpose: User is able to play Combo Mode	
Pre-Conditions:	Navigate to the combo mode setup page and select training and then hit start
Expected Results:	The game mode is accessible and runs when the play button is selected Users is taken to the combo mode panel and the game runs
Actual Results:	
Status:	Pass

Screenshots



Summary

- The previously unfunctional game mode now runs
- Player information can be saved from this game mode
- The game mode now has the same visual consistency of the other game modes
- Further refinement about what player information is saved should be done

Acknowledgement

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