



Knight Foundation
School of Computing
and Information Sciences



Engineering
& Computing

School of Computing & Information Sciences

Fall 2021 Senior Design Project

Combo Counter

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Problem

The problem that this project is working to solve is gamifying the boxing workout and providing the user with different gamemodes they can use to view the results of their boxing session in order to improve.

Current System

The application runs on Windows as a Java JFrame software.

- Combo Mode
- Force Mode
- Timed Mode
- Strength Mode
- Punch Challenge Mode

Requirements

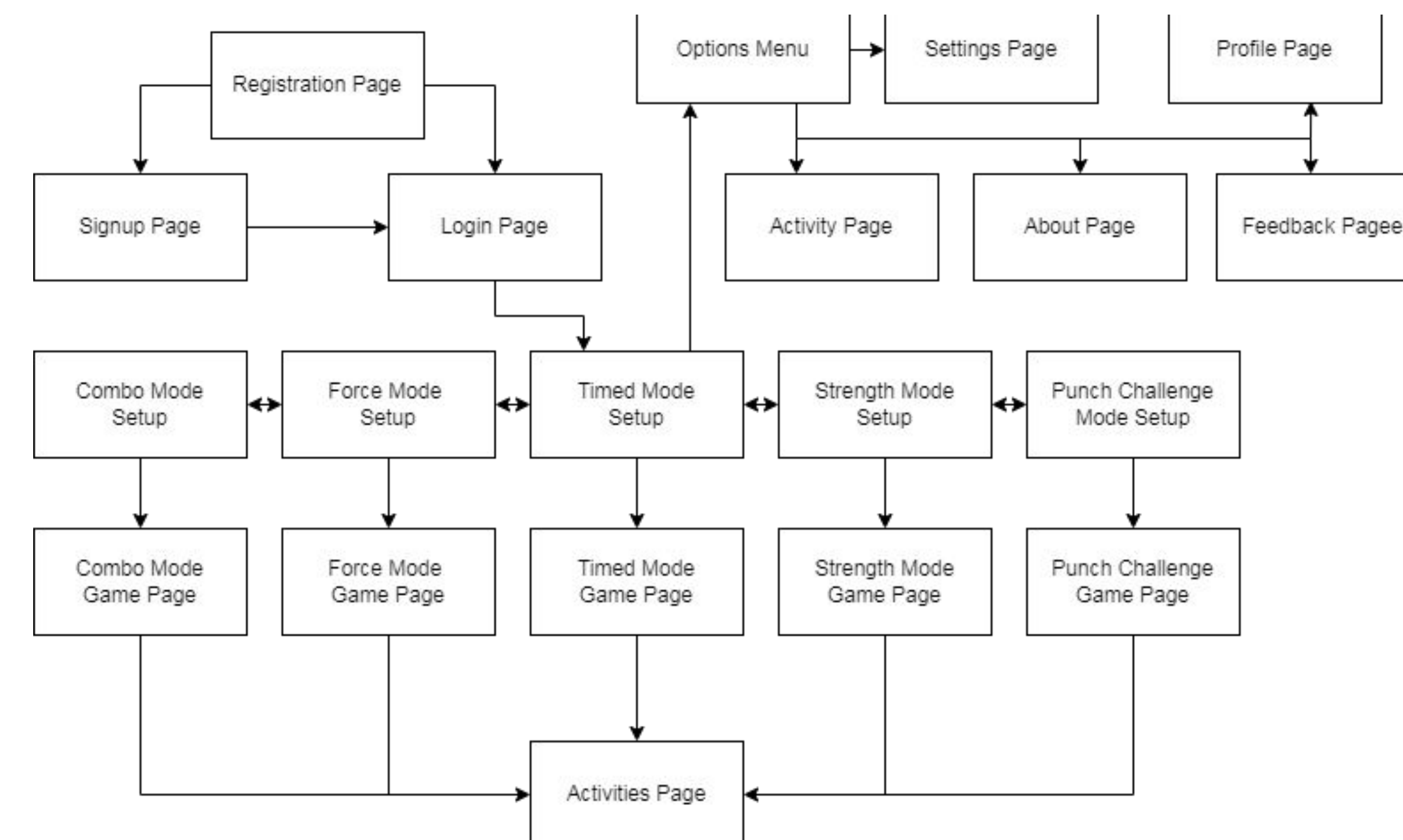
To develop:

- Access to a computer with the ability to run MySQL and Apache server simultaneously.
- Any IDE with version control support.
- A version control system like GitHub.
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Verification

Make sure each of the menu buttons work correctly when clicked and lead the user to the correct gamemode and update the menu with the gamemode options.

System Design

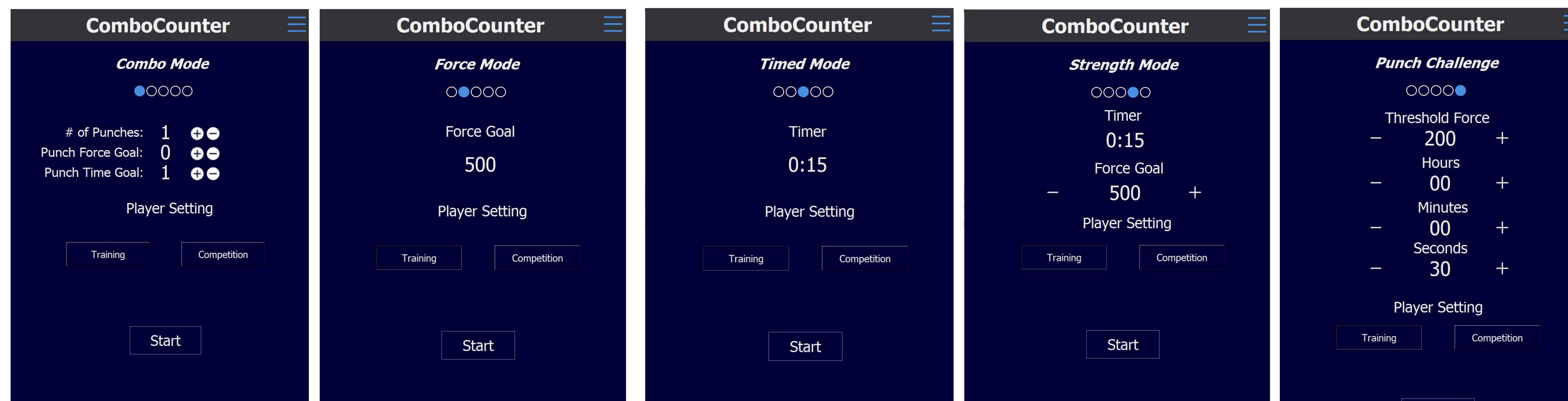


Implementation

Resources Utilized

- Java
- Netbeans IDE
- JFrame
- GitHub

Screenshots



Summary

- Previously, the Punch Challenge Setup page was non-functional.
- Now the mode runs and the setup page works correctly and each of the main menu buttons correctly redirects the user to the specified gamemode.

Acknowledgement

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