Design and Implementation of an Interactive Simulation Using the JAVA Language Through Object Oriented Programming and Software Engineering Techniques

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Abstract

As logarithms and set-ups for interactive simulations (games) become more and more complex, the method in which such projects are approached, designed, and implemented requires careful analysis. Others have studied theories of object orientation, and have hypothesized on the ways to optimize the development of complex computer programs. This study encompasses the engineering and construction of a complex interactive simulation called “Project Dart Hounder” with an object oriented approach, analysis of the process, and results.

Dear Mr. Latimer,

I realize this needs a whole lot of work as it's barely started. But I wanted to show you that I am, indeed, working on it.

-Dan