

Figure 2 – Accessories



Figure 3 – Insects

The implemented project is aimed at creating game objects that represent both simple cosmetic items and the main objects with which the player interacts. Some of the elements are animated by software, made in a hand-drawn style that matches the style of the game.

Alexandr Elistratov
(Fr. Skorina GSU, Gomel)

Scientific advisor **Natallia Aksionava**, senior lecturer

DEVELOPMENT OF THE INTERFACE OF THE GAME «SAVE»

The in-game interface is one of the most important parts of the game, as it accompanies the user throughout the entire gameplay. The player receives the necessary information through the interface, and the better his elements are made, the faster the information will reach the user.

The main goal of the project is to implement the elements of the «Save» game interface. The goal of the game is to teach the user how to sort the garbage correctly. Based on this, the elements of the in-game interface are stylistically reminiscent of a garbage recycling plant. Elements are bitmaps that were created in the graphics editor Inkscape.

The game screen is a horizontal area with a resolution of 1920x1080 px. The screen is divided into three conventional parts. The upper part informs the player about the remaining time, the points scored and gives the

opportunity to open the settings menu. Components are screens that display information.



Figure 1 – Information screens

The middle part of the screen is the largest in area, since this is where the main action of the game takes place. According to the scenario, the garbage enters the dispensing chamber through a pipe. The player must clearly understand what he sees on the screen, so the delivery chamber, in which the debris will be located, takes up enough space. If the player cannot understand what the object is, then on the right pipe there is a board with the name of the debris that has appeared.

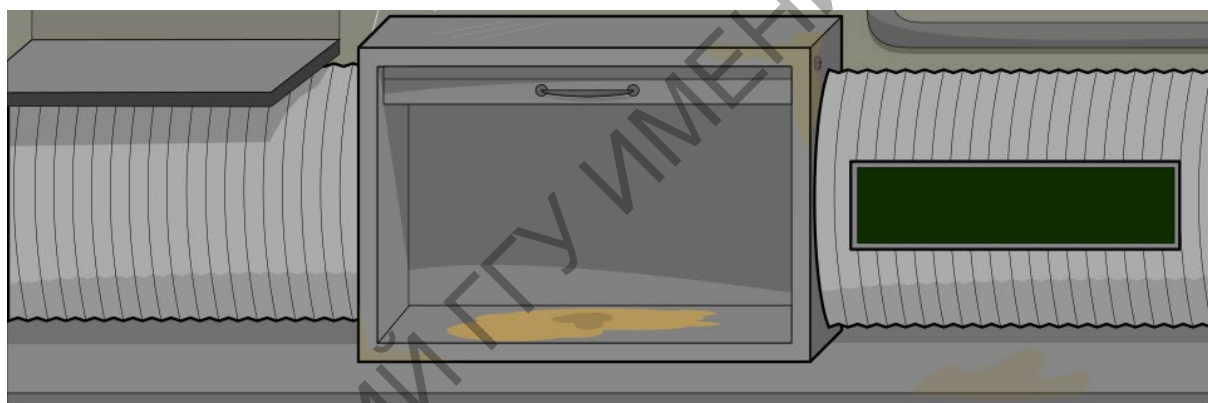


Figure 2 – Garbage delivery chamber

At the bottom of the screens are containers of different colors for sorting.



Figure 3 – Sort containers

The elements of the interface, necessary only for creating the atmosphere, and the background are made in dull colors, in order to focus the player's attention on the important things. In general, the in-game interface is formed by twelve separate elements.

The implemented project is aimed at creating interface elements that will be part of the history of the game world, carry information and participate in the game process. The elements are diegetic, made in a drawing style, which makes them easier to perceive.

Yauheni Haikou

(Fr. Skorina GSU, Gomel)

Scientific adviser **Viktar Liauchuk**, Ph.D. in technics, associate professor

DEVELOPMENT PROJECT FOR ACCOUNTING PRODUCTION AND SALES

Tools for accounting and selling goods can be found in the public domain. These sources are published free of charge. Despite the advantages of online applications, there are some bottlenecks as well. At this stage, let's choose the main features that our application must satisfy.

There isn't a free web application for accounting of production and product sales. To automate the document flow of a company, it is desirable to have your own tool. The application should receive information from employees and managers of the enterprise.

There are four roles in the developed application: guest, client and manager, employee. Each actor has a specific list of available use cases.

A relational database consisting of about 7 tables was created. MySQL is used for storing information.

The application was developed in Java programming language with the help of Spring Framework—Apache Tomcat is the application Server. Apache Maven was used to build the project.

The application architecture in accordance with Spring Framework is presented at this slide. The UI logic of the application runs as a Controller of the application server.

The developed application contains eight main packages and a main class responsible for configuring and launching the application. Each package contains a set of related classes.

Throughout the project development automatic and functional testing was used. Automatic testing is represented by junit test.

At the following slides you can look over the user interface: main page with list of productions, list of employees and clients, detailed information about the production, page with information about manufactured products.