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Thread: [Java assistance](#)

MesaGFX - May 16, 2019, 10:38 pm

Hey guys

I need a little help with a college assignment where I have to create an educational game for kids I really suck at coding and need some assistance as this is due for tonight :P

The game is about plotting on a coordinate plane, its based in the deep sea where fish swim into the coordinate plane and stop on a point. You then have to type in the correct answer on where theyre sitting on the plane before the timer runs out.

Can someone help me with this please

Its Html,Css and Java only

Thank you

Certain things I need help with are:

Setting a timer on the screen and the user has to choose something before the time runs out

Have a fish come in and land on the plot on the coordinate plane

Have boxes where the answer can be added

As I said I suck at coding and need some assistance please

A_P_T - May 21, 2019, 10:02 am

Use a MVC framework and then add the aforementioned items as objects. A form can POST an object, with fields mapped.

A timer can likely be added as an object for GET requests.

IDK what you mean exactly by a fish coming in, but actual dynamic graphic displays would be handled by client side JS.

The fish POJO likely needs getters and setters for the current coordinates.

Lastly I am answering this because I have some downtime, and I am not doing you any favors. To really learn Java or any language, you need to struggle. So go figure out the rest for your own benefit :-)