

# **Tales of Elpiz Documentation**

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# Tales of Elpiz

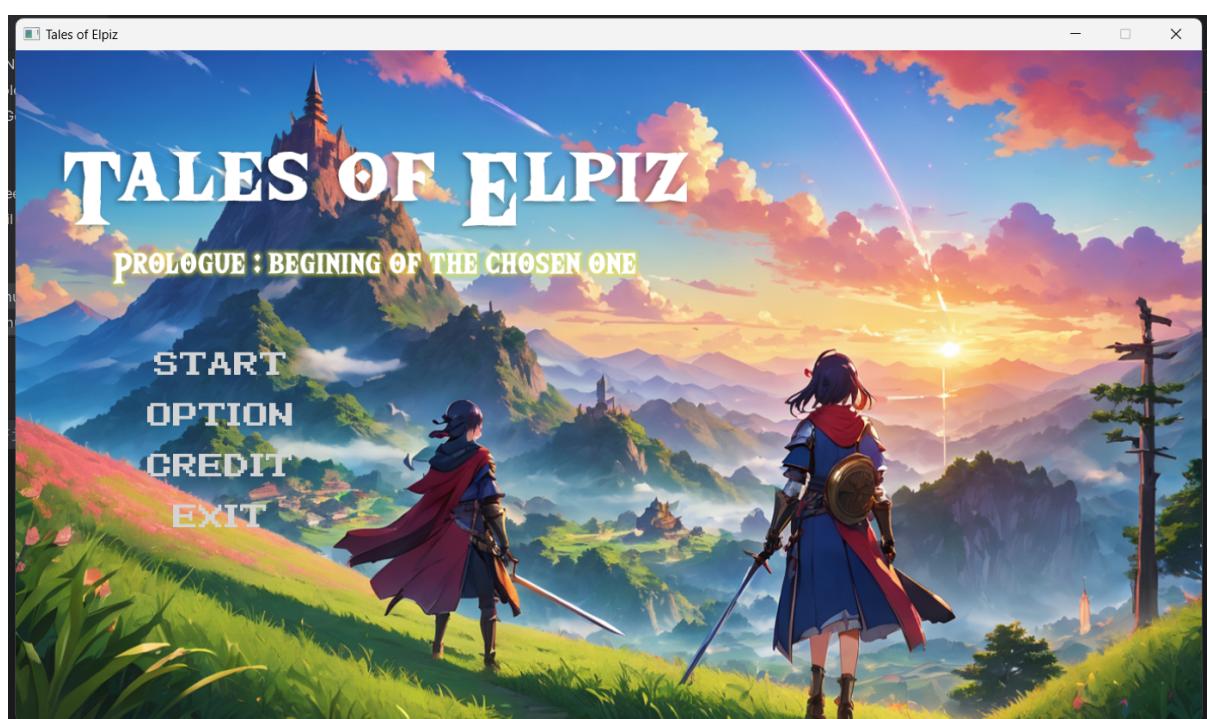
## Introduction

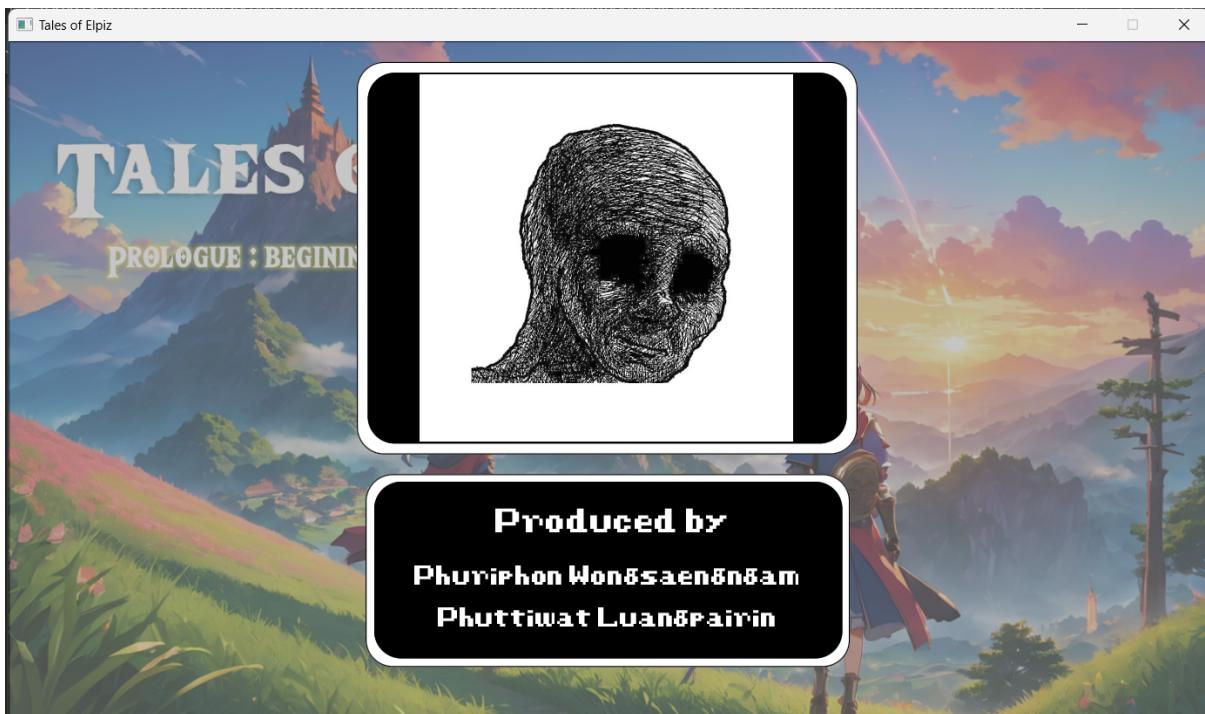
Tales of Elpiz is a 2d pixel turn-based RPG game based on fantasy world. This game objective is to exploring the secrets of this world and keep fighting strong opponents to get stronger.

## Rules

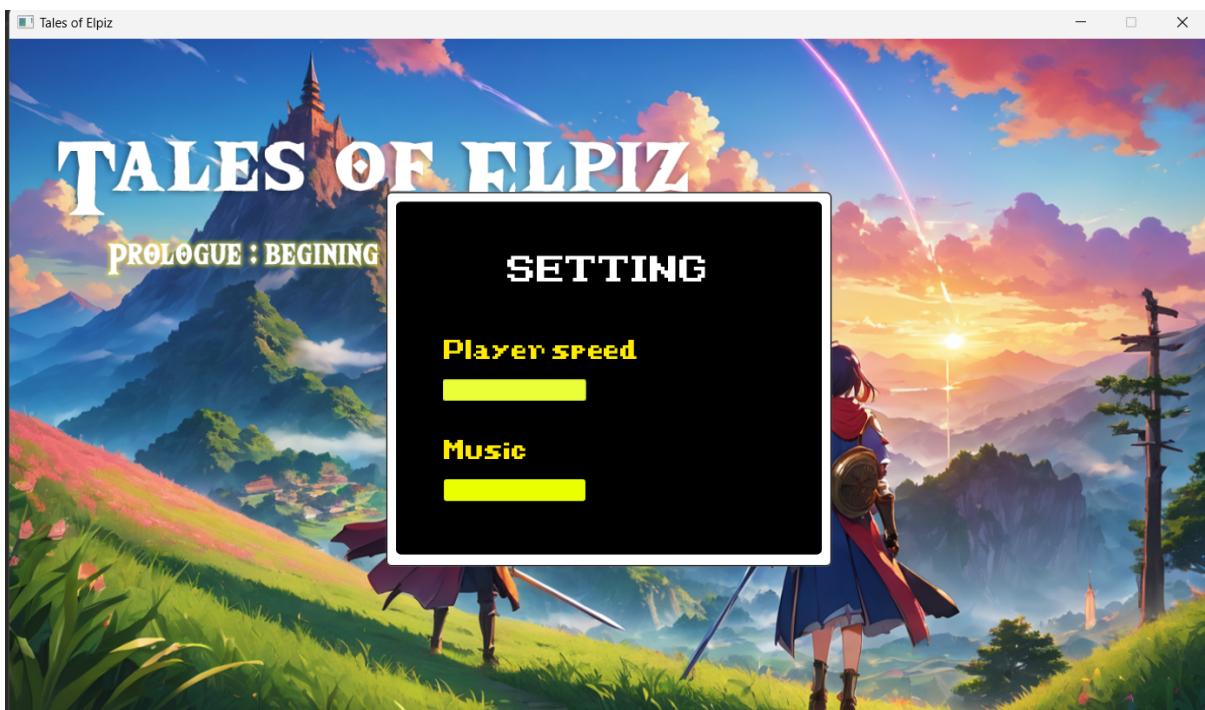
When you are inside the town, no monsters will be spawn. You can purchase items to prepare for your adventure beforehand. For places that are outside the town, there are chances that you might encounter some monsters. If you get close enough, battle phase will begin.

## MainMenu Scene

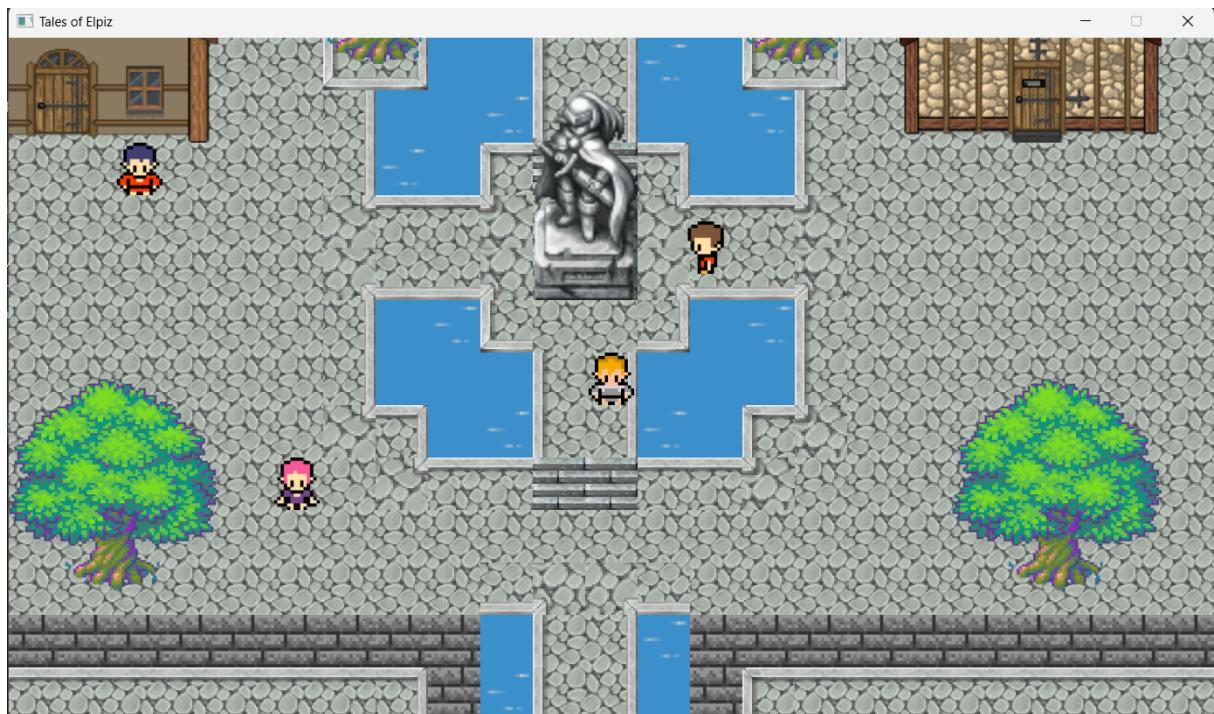




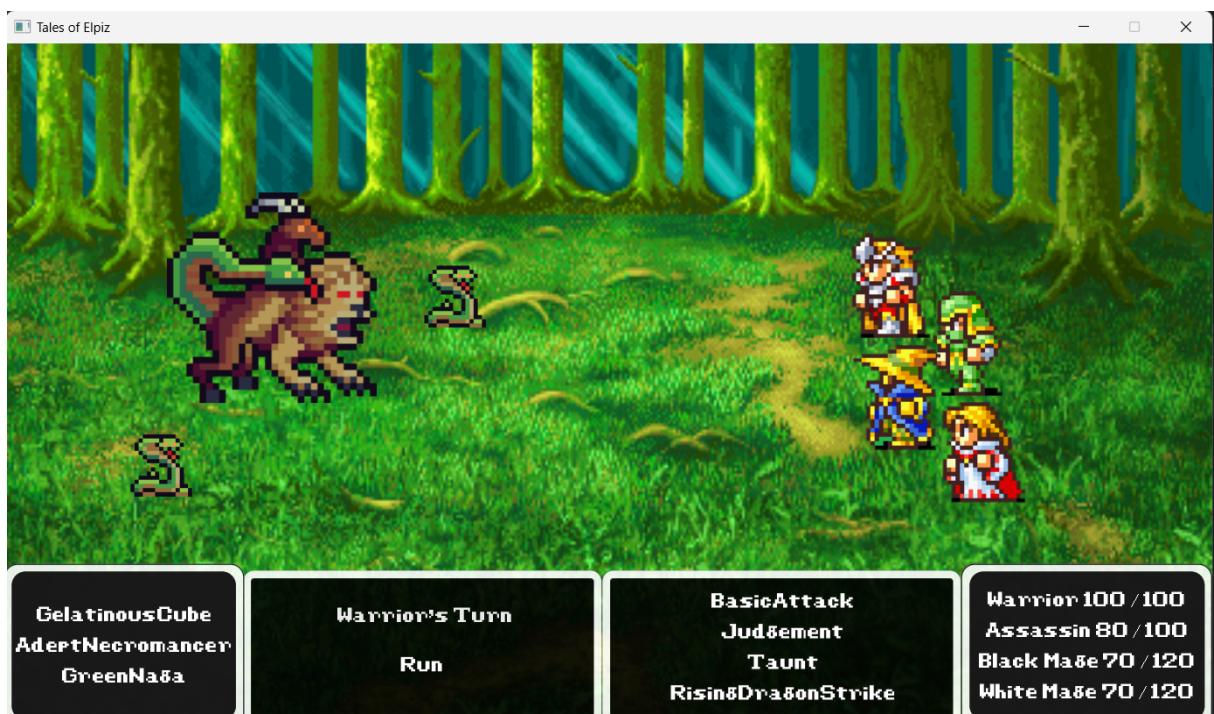
When clicked on Credit menu, this page will show up.



You can also adjust player's moving speed and game's music via option menu.

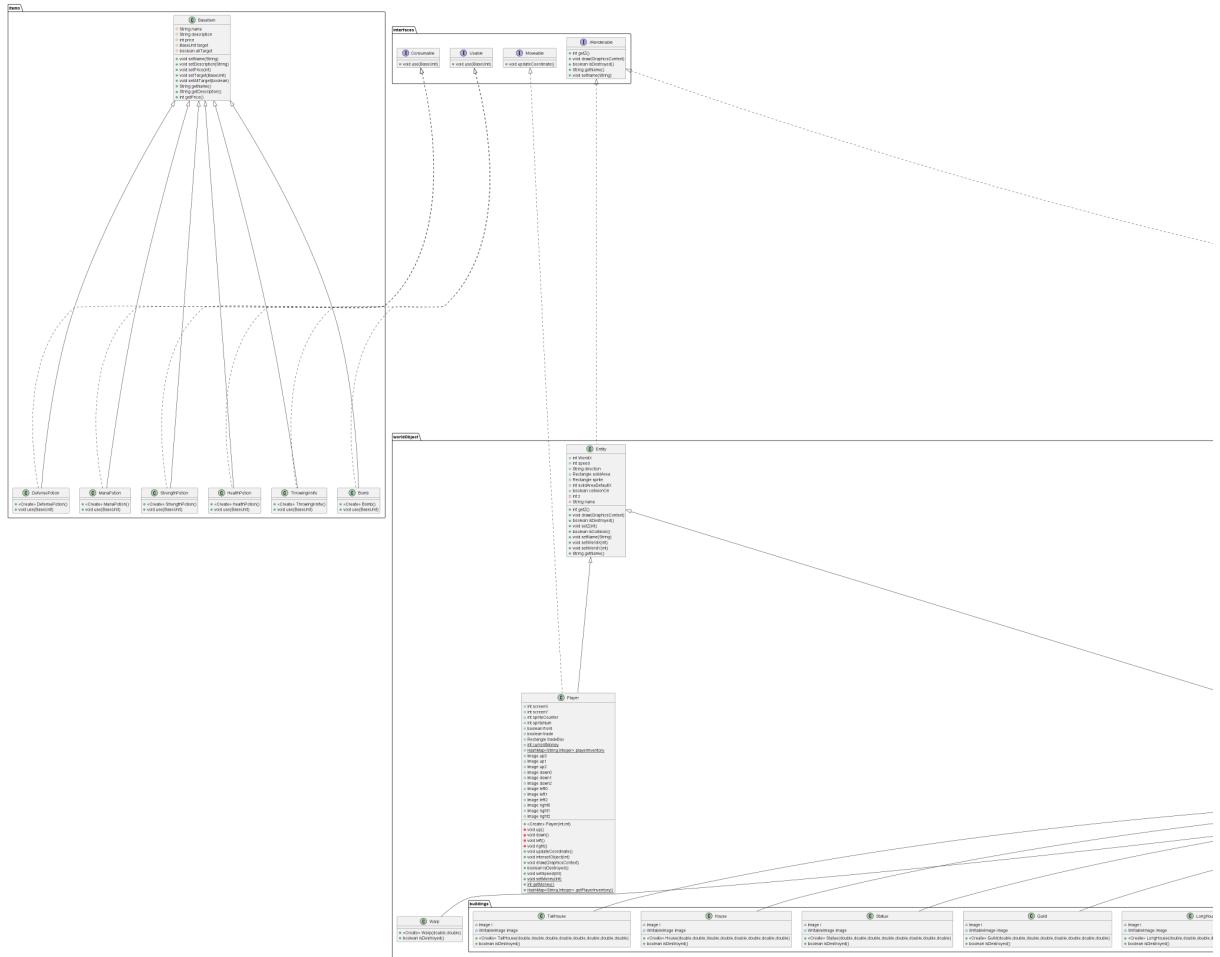


When clicked on start game, you will be brought to the game.



When you are outside the town, if you encounter a monster, a battle will begin.

# Class diagram



## 1. Package interface

### 1.1 Interface IRenderable

#### 1.1.1 Methods

+ int getZ()	Return value z of the object.
+ void draw(GraphicContext gc)	Draw object on canvas.

+ boolean isDestroyed()	Check if the object is exists or destroyed.
+ String getName()	Get object name.
+ void setName(String name)	Assign name to an object.

## 1.2 Interface Moveable

### 1.2.1 Methods

+ void updateCoordinate()	Update object's coordinate on a map.
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## 1.3 Interface Consumable

### 1.3.1 Methods

+ void use(BaseUnit target)	Use effect according to its description on target.
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## 1.4 Interface Usable

### 1.4.4 Methods

+ void use(BaseUnit target)	Use effect according to its description on target
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## 2. Package display

### 2.1 Class GameScreen extends Canvas implements Runnable

#### 2.1.1 Constructor

+ GameScreen()	Set width and height equal to screen width and height. Set visible to true. request
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### 2.1.2 Methods

+ void addListener()	Detect inputs from user during state valid (when we can move).
+ void paintComponent()	Update UI on canvas via GraphicContexts
+ void run()	A Timer use for looping paintComponent() and Logic.update()