**Project: Type Wizard**

This game is a Role-Playing-Game. Player is a wizard that can use spell by typing spell in different word. This game is Endless Mode that player can play until the wizard die, wizard has level and status that affected to his strength ,for the enemies it’s strength increasing by the level of the wizard too.



Figure 1 showing main menu. You can press any key to start the game.



Figure 2 showing map and user interface in game.



Figure 3 showing how wizard cast spell.



Figure 4 showing monster Yeti get hit by meteor skill.



Figure 5 showing monster Yeti effected by Freezing de-buff.



Figure 6 showing monster Yeti has fallen.

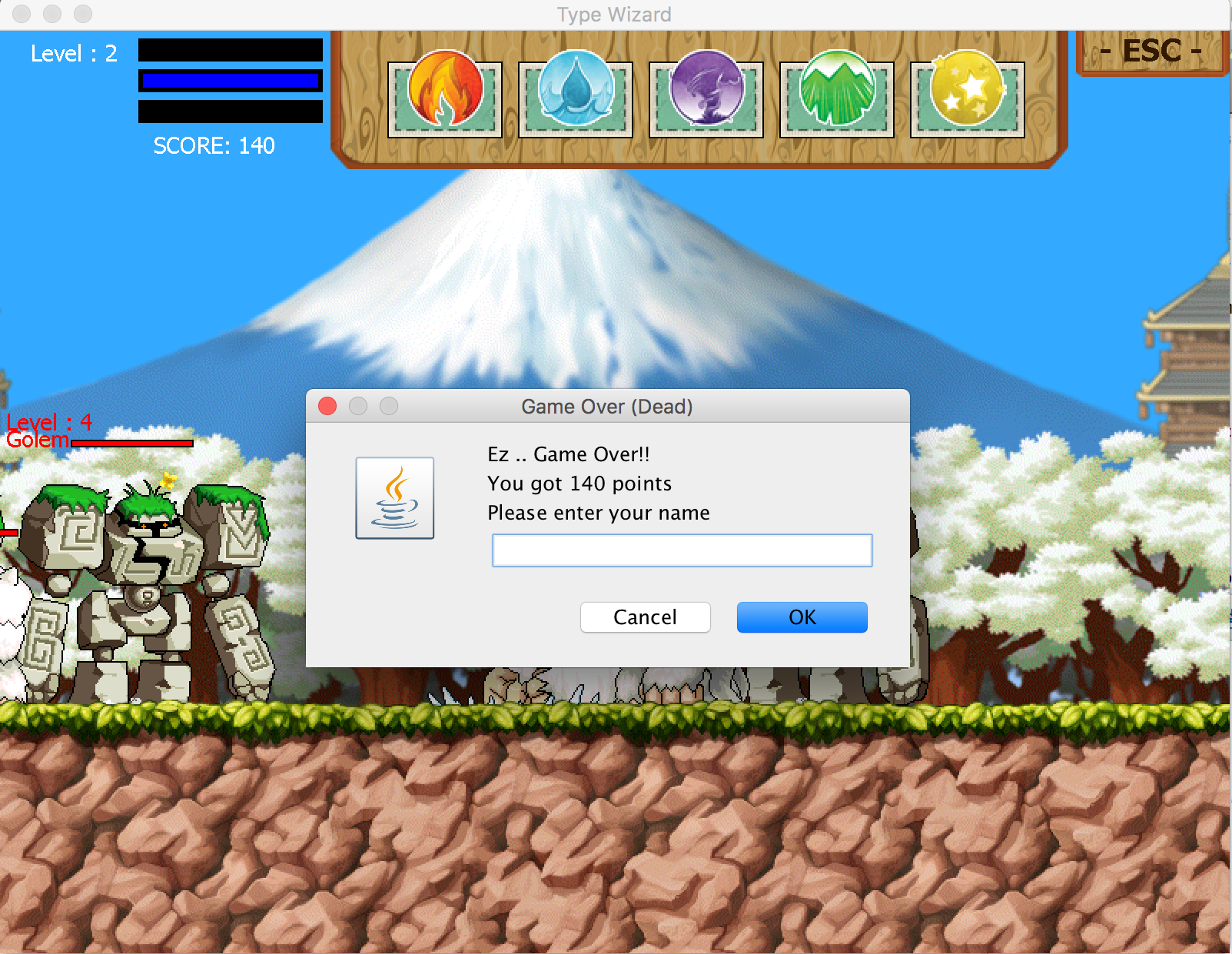


Figure 7 showing GameOver Screen.

**Package input**

**Class InputUtility**

Handle all of events occur during the game is running.

Field

* boolean[] keyPressed = new boolean[256];
* String spell = ""
* boolean escTriggered = false;
* boolean escPressed = false;

Constructor

* Default Constructor

Method

* boolean getKeyPressed(int key)
* void setKeyPressed (int key, boolean keyPressed)
* void clearSpell()
* void reset ()

**Package render**

**Class GameScreen**

…

Field

* long serialVersionUID

Constructor

GameScreen(); Initialize size and and KeyListener

Method

void paintComponent(Graphics g)