

User Manual "The Big Adventure"

Overview:

"The Big Adventure" is an engaging and interactive Java-based game designed to offer experience to players. As of the current version, the game is in its initial development phase, with fundamental game play elements introduced.

Current State of the Project:

The project is currently in an incomplete state we had a lot of issues understanding how to manipulate the objects on this game. But We have successfully implemented half of phase 0, which forms the groundwork for further development. However, it's important to note that as of now, the game does not feature any monsters, which are planned for future updates, we were blocked there that's why we could not continue, because it won't be accounted.

Architecture Overview:

- The game's architecture is built around several key Java classes and records, each responsible for a distinct aspect of the game:

>> Main Application (Demo class): Serves as the entry point of the game. It handles the initialization of the game environment and starts the main game loop.

>> Grid and Level Management (GridReader, ElementParser): These classes are responsible for reading the game levels and elements from external files, setting up the game's grid and environment.

>> Rendering and Graphics (Area class): Handles the graphical representation of the game, drawing the game grid, player, and other elements on the screen.

>> Game Elements (e.g., Player, Enemy, MapElement): Represent different entities in the game, each with their specific attributes and behaviors. Currently, only the player and static map elements are implemented.

>> Utility Classes (Position, EncodingReader): Provide additional functionalities like managing positions on the grid and reading encoding mappings for elements.

Phase 0 Implementation:

In this phase, the primary focus was on setting up the basic structure and rendering the initial game environment. Key features include:

- Loading and displaying a static game map.
- Basic player movement within the game grid.
- Rendering a simple user interface and handling user inputs.

>> Known Limitations:

The game is currently without dynamic elements like monsters.

Limited interactivity and game play features.

The game is a work-in-progress and might contain bugs and unfinished features.

>> Future Developments (was possible if not blocked) :

Looking ahead, we planned to introduce more interactive elements if we had time, including monsters, en

hanced player abilities, and more complex levels.