**Pokemua**

**Created by**

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**2110215 Programming Methodology**

**Semester 2 Year 2023**

**Chulalongkorn University**

**Pokemua**

**Introduction**

Pokemua is inspired by famous video games, Pokemon Red, and Pokemon Blue. However, this game is battle royale, so player need to survive in this game.

**Rules**

When player start this game for the first time, player will need to choose their first Pokemua**.** In each game, player can choose up to 3 Pokemua to play in the game. Player needs to survive from another player(bot) and from wild Pokemua. Player will win when they can be the last player in the game and the Exp and their Pokemua will be level up too. When Pokemua have reached required level they can get new skill and new stat. For each Pokemua, they can have maximum skill at 4 skills so when they get new skill, they need to remove the old one.

**First Pokemua scene**

**A screenshot of a video game

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**Home scene**

**A screenshot of a video game

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**Select Pokemua scene**

**A screenshot of a computer

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**Fight scene**

**A screenshot of a computer

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**Fight lose scene**

**A screenshot of a cartoon

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**Fight win scene**

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Description automatically generated with medium confidence**

**Class diagram**

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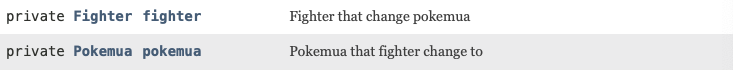
1. **Package action**
   1. Class Action
      1. Method



1.2 Class ChangePokemuaAction

1.2.1 Constructor

1.2.2 Field



1.2.3 Method

A screenshot of a video game

Description automatically generated with medium confidence

1.3 Class UseSkillAction

1.3.1 Constructor



1.3.2 Field

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Description automatically generated with low confidence

1.3.3 Method

A screenshot of a computer

Description automatically generated with low confidence

**2. Package application**

2.1 Class Main

2.1.1 Field



2.1.2 Method

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Description automatically generated

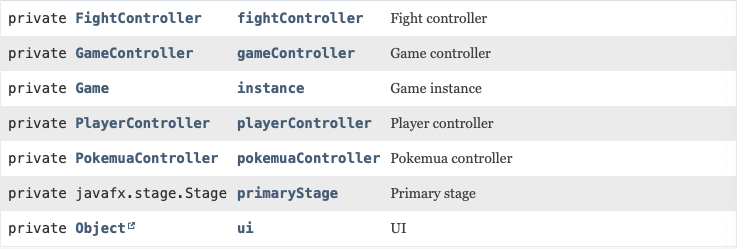
**3. Package controllers**

3.1 Class Controller

3.1.1 Constructor



3.1.2 Field



3.1.3 Method

A screen shot of a computer

Description automatically generated with low confidence

3.2 Class EventController<T extends Event>

3.2.1 Constructor



3.2.2 Method



3.3 Class FightController

3.3.1 Constructor



3.3.2 Field

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Description automatically generated

3.3.3 Method

A screenshot of a computer program

Description automatically generated with low confidence

3.4 Class GameController

3.4.1 Constructor



3.4.2 Field



3.4.3 Method

A screenshot of a computer program

Description automatically generated with low confidence

3.5 Class PlayerController

3.5.1 Constructor



3.5.2 Method

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3.6 Class PokemuaController

3.6.1 Constructor



3.6.2 Method



3.7 Class SubController

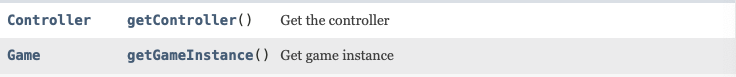
3.7.1 Constructor



3.7.2 Field



3.7.3 Method



3.8 Class UIEventEmitter<T extends Event>

3.8.1 Method



**4. Package event**

4.1 Package event.fight

4.1.1 Class ActionEndEvent

4.1.1.1 Constructor



4.1.1.2 Field

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Description automatically generated

4.1.1.3 Method

A screenshot of a computer

Description automatically generated with low confidence

4.1.2 Class ActionStartEvent

4.1.2.1 Constructor



4.1.2.2 Field

A screenshot of a phone

Description automatically generated with low confidence

4.1.2.3 Method

A screenshot of a computer

Description automatically generated with medium confidence

4.1.3 Class ChangePokemuaEvent

4.1.3.1 Constructor



4.1.3.2 Field



4.1.3.3 Method

A screenshot of a phone

Description automatically generated with low confidence

4.1.4 Class FightEndEvent

4.1.4.1 Nested Class



4.1.4.2 Constructor



4.1.4.3 Method

A screenshot of a computer program

Description automatically generated with medium confidence

4.1.5 Class FightDeadEvent

4.1.5.1 Constructor



4.1.5.2 Field



4.1.5.3 Method

A screenshot of a phone

Description automatically generated with low confidence

4.1.6 Class FightEvent

4.1.6.1 Constructor



4.1.6.2 Nested Class



4.1.6.3 Method



4.1.7 Class TickEvent

4.1.7.1 Constructor



4.1.7.2 Field



4.1.7.3 Method

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Description automatically generated

4.2 Package event.player

4.2.1 Class LevelUpEvent

4.2.1.1 Constructor



4.2.1.2 Field



4.2.1.3 Method



4.2.2 Class PlayerEvent

4.3 Package event.pokemua

4.3.1 Class Pokemua Event

4.3.1.1 Nested Class



4.3.1.2 Constructor



4.3.1.3 Method



4.3.2 Class PokemuaSkillChangeEvent

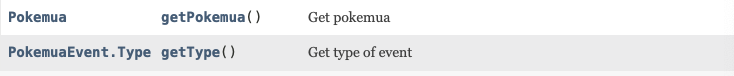
4.3.2.1 Constructor



4.2.2.3 Field



4.2.2.3 Method



**5. Package logic**

5.1 Package logic.fighter

5.1.1 Class EngagedBot

5.1.1.1 Constructor



5.1.1.2 Field

A screenshot of a computer

Description automatically generated with low confidence

5.1.1.3 Method

A screenshot of a computer program

Description automatically generated with low confidence

5.1.2 Class EngagedBotRandomizer

5.1.2.1 Method



5.1.3 Class Engaged Player

5.1.3.1 Constructor



5.1.3.2 Field

A screenshot of a game

Description automatically generated with medium confidence

5.1.3.3 Method

A screenshot of a computer

Description automatically generated with medium confidence

5.1.4 Interface Fighter

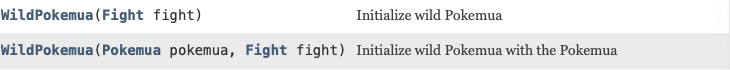
5.1.4.1 Method

A screenshot of a computer

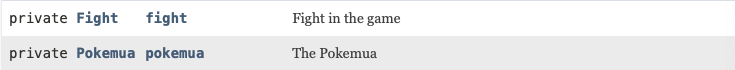
Description automatically generated with medium confidence

5.1.5 Class WildPokemua

5.1.5.1 Constructor



5.1.5.2 Field



5.1.5.3 Method

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Description automatically generated with low confidence

5.2 Package logic.pokemua

5.2.1 Class Pokemua

5.2.1.1 Field

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Description automatically generated

5.2.1.2 Constructor



5.2.1.3 Method

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A screenshot of a computer

Description automatically generated with low confidence

5.2.2 Class PokemuaLoader

5.2.2.1 Field



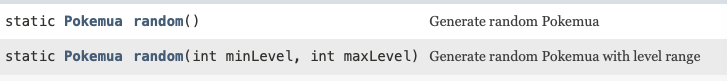
5.2.2.2 Method

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Description automatically generated with low confidence

5.2.3 Class PokemuaRandomizer

5.2.3.1 Method



5.2.4 Class PokemuaTemplate

5.2.4.1 Nested Class



5.2.4.2 Field

A screenshot of a computer

Description automatically generated with medium confidence

5.2.4.3 Constructor

A screenshot of a computer

Description automatically generated with low confidence

5.2.4.4 Method



5.3 Package logic.skill

5.3.1 Class AttackSkill

5.3.1.1 Constructor



5.3.1.2 Field



5.3.1.3 Method

A screenshot of a phone

Description automatically generated with low confidence

5.3.2 Class AttackSkillTemplate

5.3.2.1 Field



5.3.2.1 Constructor



5.3.2.1 Method

A screenshot of a phone

Description automatically generated with low confidence

5.3.3 Class Skill

5.3.3.1 Nested Class



5.3.3.2 Constructor

A screenshot of a computer

Description automatically generated with low confidence

5.3.3.3 Field

A picture containing text, font, screenshot

Description automatically generated

5.3.3.4 Method

A screenshot of a computer

Description automatically generated with medium confidence

5.3.4 Class SkillLoader

5.3.4.1 Field



5.3.4.2 Method



5.3.5 Class SkillTemplate

5.3.5.1 Constructor



5.3.5.2 Field

A screenshot of a phone

Description automatically generated with low confidence

5.3.5.3 Method

A screenshot of a computer

Description automatically generated with medium confidence

5.4 Class Fight

5.4.1 Nested Class

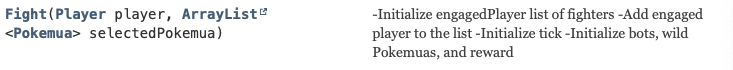


5.4.2 Field

A screenshot of a computer game

Description automatically generated with low confidence

5.4.3 Constructor



5.4.4 Method

A screenshot of a game

Description automatically generated with medium confidence

5.5 Class FightReward

5.5.1 Constructor



5.5.2 Field

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Description automatically generated

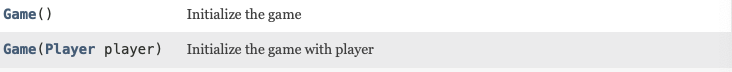
5.5.3 Method

A screenshot of a computer

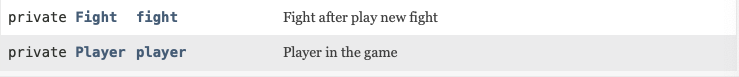
Description automatically generated with low confidence

5.6 Class Game

5.6.1 Constructor



5.6.2 Field



5.6.3 Method

A screenshot of a computer

Description automatically generated with low confidence

5.7 Class Player

5.7.1 Constructor



5.7.2 Field

A picture containing text, screenshot, font

Description automatically generated

5.7.3 Method

A screenshot of a computer program

Description automatically generated with low confidence

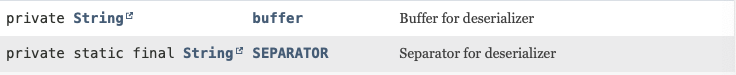
**6. Package serial**

6.1 Class Deserializer

6.1.1 Constructor



6.1.2 Field



6.1.3 Method

A screenshot of a computer program

Description automatically generated with low confidence

6.2 Class Serialize

6.2.1 Method

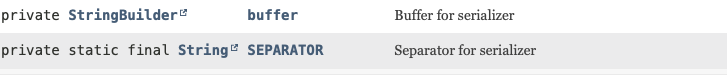


6.3 Class Serializer

6.3.1 Constructor



6.3.2 Field



6.3.3 Method

A screenshot of a computer program

Description automatically generated with low confidence