Q1 Academic Integrity
0 Points

By submitting this milestone report, I agree that:

- I am completing this report alone, without consulting my teammate.
- I have followed the academic integrity policy for this course (see the course syllabus).

To confirm that you agree with this statement, each student should type their full name in the answer space. If you do not agree, leave this question blank.

Andy(Xiang-Yu) Cui

Q2 Team Information
5 Points

Answer each of the following questions about your team. Be as specific as possible

Q2.1 Teammate
1 Point

Please indicate who your teammate was or if you worked alone

Andy(Xiang-Yu) Cui, I worked alone

Q2.2 Responsibilities
3 Points

Which parts of Milestone 4 were solely your work? How was that determined?
If you worked alone, you do not need to answer this question.

I worked alone.

Q2.3 Concerns
1 Point

Do you have any concerns about your experience implementing this milestone that you would like to share with us?
If you worked alone, you do not need to answer this question.

I worked alone.

Q3 Model Choice
10 Points

Answer each of the following questions about the model used in this milestone. Be as specific as possible.

Q3.1 which model
1 Point

Which model was used for this milestone? Yours or your teammates?

- (●) I worked alone on this milestone
- ( ) We started with my model for this milestone
- ( ) We started with my teammate's model for this milestone

Q3.2 model elements
3 Points

In a bullet list, list any elements of the model that were lost when you started with just the model in this milestone.

It not lost anything. Since, the model need to add GUI for the milestone 3 exist functions, so I implement the controller with GUI. I keep the terminal version controller. I did appropriate modifications for terminal controller and use Readable and Appendable instead of System.in and System.out. Fixed milestone3.
The reference class can check the code in `controller`. I

check the piazza, we need to add another controller instead of rebuild the whole things.
Controller interface: ~/src/game/controller /IfGameController.java
Terminal implement: ~/src/game/controller /TerminalGameController.java
Gui controller implement: ~/src/game/controller /GuiGameController.java

Q3.3 model pros
3 Points

In a bullet list, list the pros of the model that was used for this milestone.
If you worked alone, you do not need to answer this question.

I worked alone.

Q3.4 model cons
3 Points

In a bullet list, list the cons of the model that was used for this milestone.
If you worked alone, you do not need to answer this question.

I worked alone.

Q4 Implementation
15 Points

Answer each of the following questions about your submission. For full credit, provide code references and be as specific as possible.

Q4.1 JMenu support

3 Points

In a point list (with code references), explain how you implemented support for the `JMenu` in your program.

Since, JMenu is the java class for use menu bar, label, panel..., I use panel do the welcome panel, all game element like a bar, the message and error is Jmenu, and JLabel.
E.g. just list a few of them.
The game view: Menu and Panel.
~/src/game/view/gui/GuiGameView.java: 42-70
Player status: Bar.
~/src/game/view/gui/GuiGameView.java: 72-79

Q4.2 mouse support

3 Points

In a point list (with code references), explain how you implemented support using the mouse in your program.

In terms of mouse support, I need to implement the action for player's action by mouse click. So, compared with TiaTacToe, we need to use mouseClickHandle. So, I need to use ClickListener to get mouse action and implement to player's action.
E.g. just list a few of them.
I use the click item to pick up:
~/src/game/controller/GuiGameController.java: 240-247
I use the click target to attack asumption:
~/src/game/controller/GuiGameController.java: 249-257
I use click to move pet:
~/src/game/controller/GuiGameController.java: 259-266
Move player as well:
~/src/game/controller/GuiGameController.java: 222-227

Q4.3 key presses

3 Points

In a point list (with code references), explain how you implemented support for key presses in your program.

Key press requirement we have attack(keyboard A), pick up(keyboard F), move pet(keyboard P) and look around(keyboard G).
E.g.
~/src/game/controller/GuiGameController.java: 269-301

Q4.4 computer player's turn
3 Points

In a point list (with code references), explain how your computer-controlled player takes a turn.

So, the robot have 5 kinds of actions. Besides, they need to do these actions by their self. I use the random to choose them. So, I need to set 5 action from 0 to 4 are: move, pick up, look around, move pet, attack.
E.g.
~/src/game/controller/GuiGameController.java: 125-179

Q4.5 starting new game
3 Points

In a point list (with code references), explain how you implement starting a new game with a new world specification?

The new game for restart, I never implement. So, in my project if a game done or arrive the max around(turn), then we need to close the windows, and click the Driver class and run build project again to start a new game.

● UNGRADED

Milestone 4 Report - INDIVIDUAL (each student completes once)

STUDENT
Xiangyu Cui

TOTAL POINTS
- / 30 pts

QUESTION 1

Academic Integrity	0 pts

QUESTION 2

Team Information		5 pts
2.1	Teammate	1 pt
2.2	Responsibilities	3 pts
2.3	Concerns	1 pt

QUESTION 3

Model Choice		10 pts
3.1	which model	1 pt
3.2	model elements	3 pts
3.3	model pros	3 pts
3.4	model cons	3 pts

QUESTION 4

Implementation		15 pts
4.1	JMenu support	3 pts
4.2	mouse support	3 pts
4.3	key presses	3 pts
4.4	computer player's turn	3 pts
4.5	starting new game	3 pts