

Croissant vs Salad: Candy Chronicles

Documentation

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2110215 Programming Methodology
Semester 2 Year 2022
Chulalongkorn University

Introduction

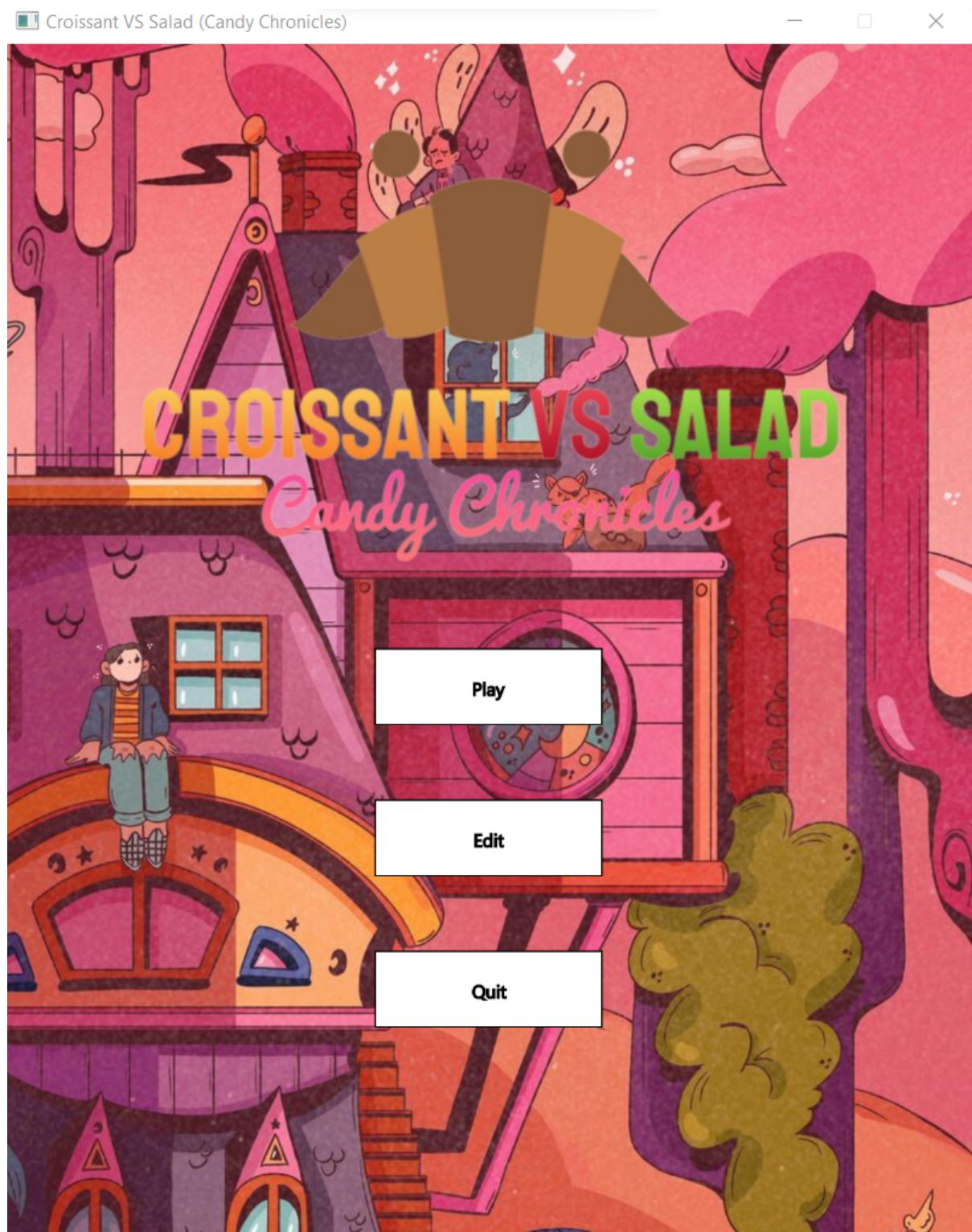
In a peaceful Candy Kingdom, the Cupcake Princess, Croissant Baker, and Candy Shop Manager lived harmoniously, delighting visitors with their delectable creations. One fateful day, a mischievous band of vegetables attempted to steal the kingdom's candy treasures. But the quick-thinking trio joined forces, outsmarted the thieves, and saved the day. The kingdom cheered, and the Cupcake Princess, Croissant Baker, and Candy Shop Manager were hailed as heroes, forever celebrated for their sweet triumph.

Rules

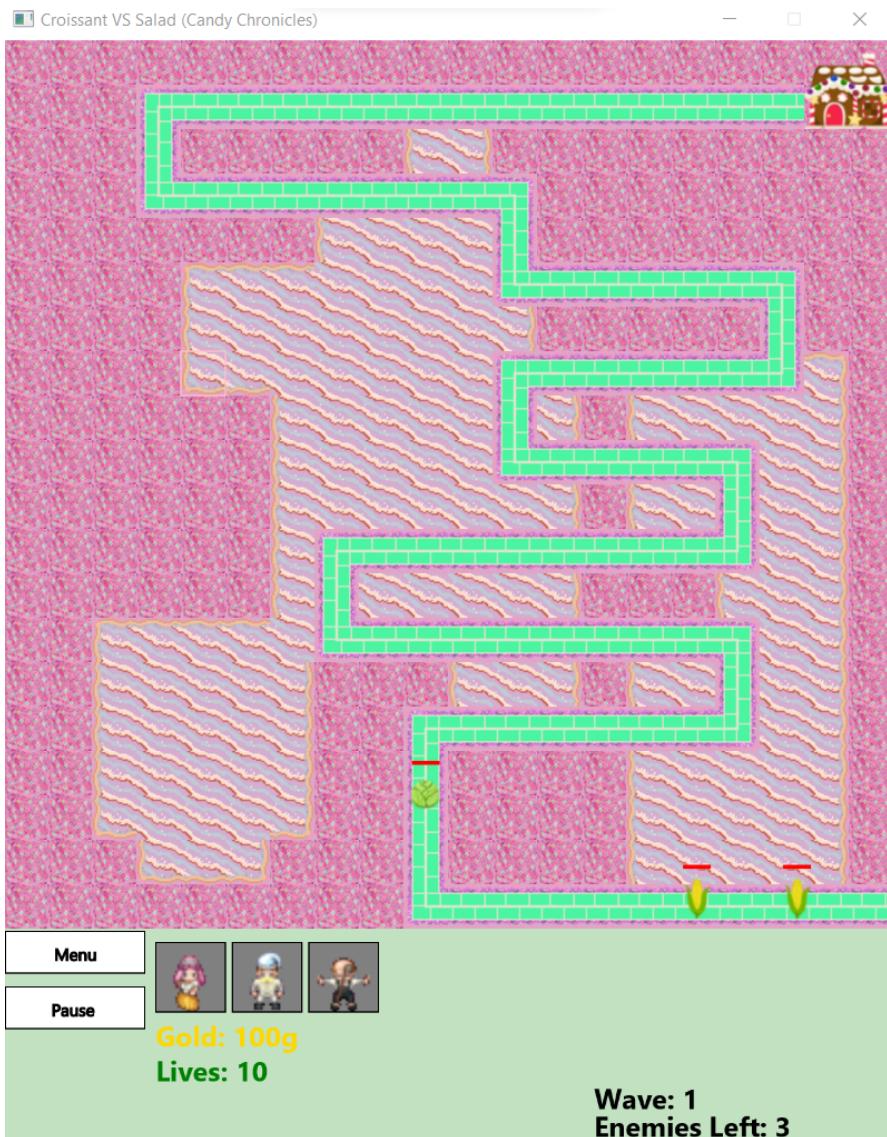
1. Defenders: There are three types of defender in this game, each with a different ability, status and cost.
2. Upgrading: You have the option to upgrade your defenders, enhancing their strength and capabilities.
3. Enemies: In this game, the enemy waves are endless, with new enemies spawning in each wave. Your objective is to protect your base and conquer the incoming enemies. Whenever an enemy attacks your base, your life is reduced by 1. If your life reaches zero, you will lose the game.
4. Selling: You have the ability to sell any unused defenders, allowing you to regain a small amount of money.
5. About Levels: Each time the game is compiled, the levels are automatically generated, offering endless possibilities for gameplay.
6. Endless and High Score: The game provides an infinite challenge, continuing until you exhaust your life. However, even when the game concludes, you can take pride in the waves you successfully completed. They become a testament to your skills and accomplishments. You can proudly showcase your achievements and strive to improve your high score with each playthrough.

Example

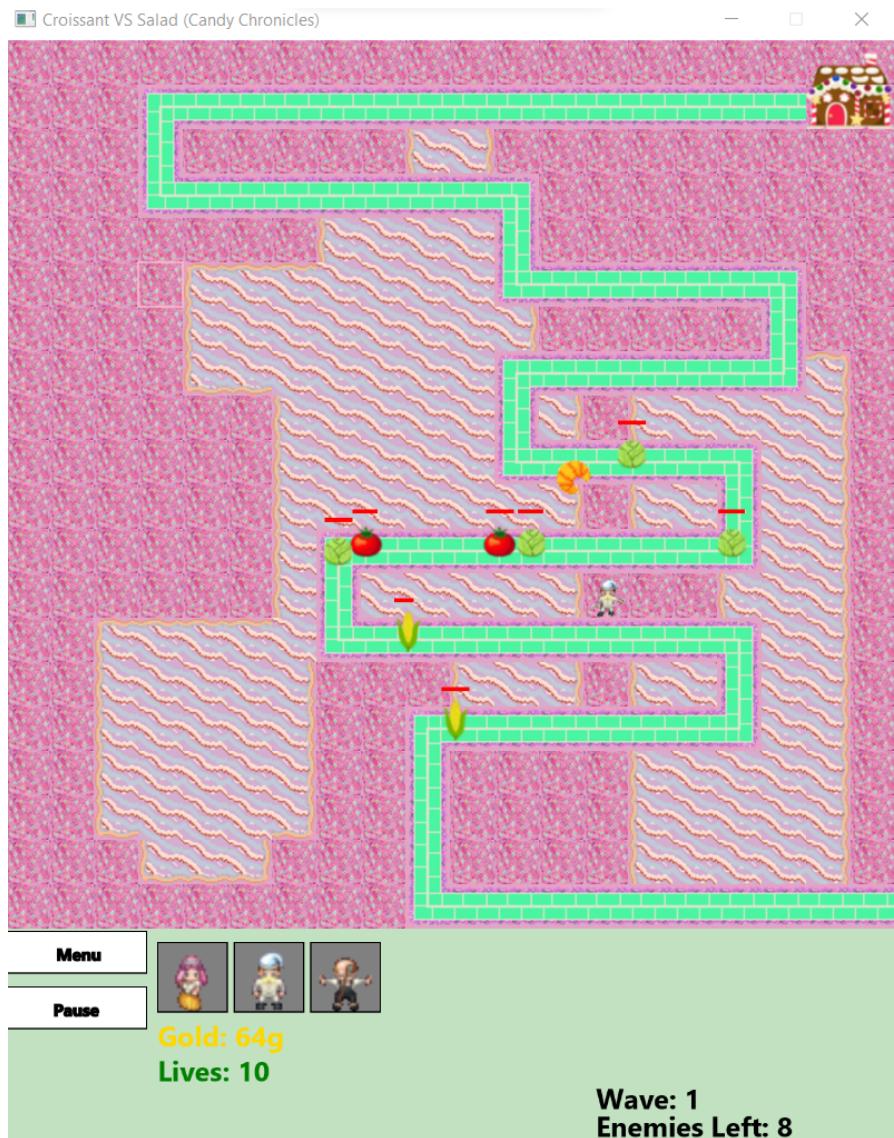
-This is the main menu that will appear after starting the game.



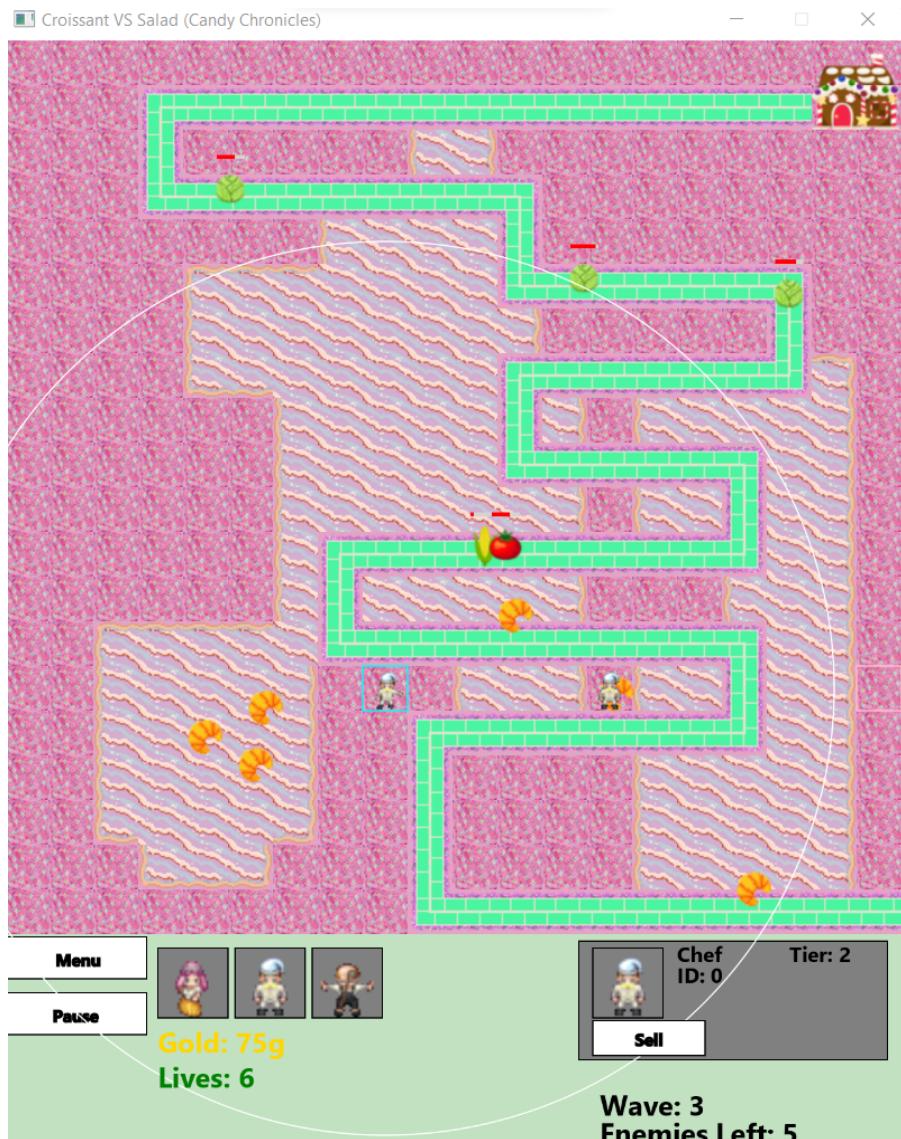
When you clicked on Play, the game starts



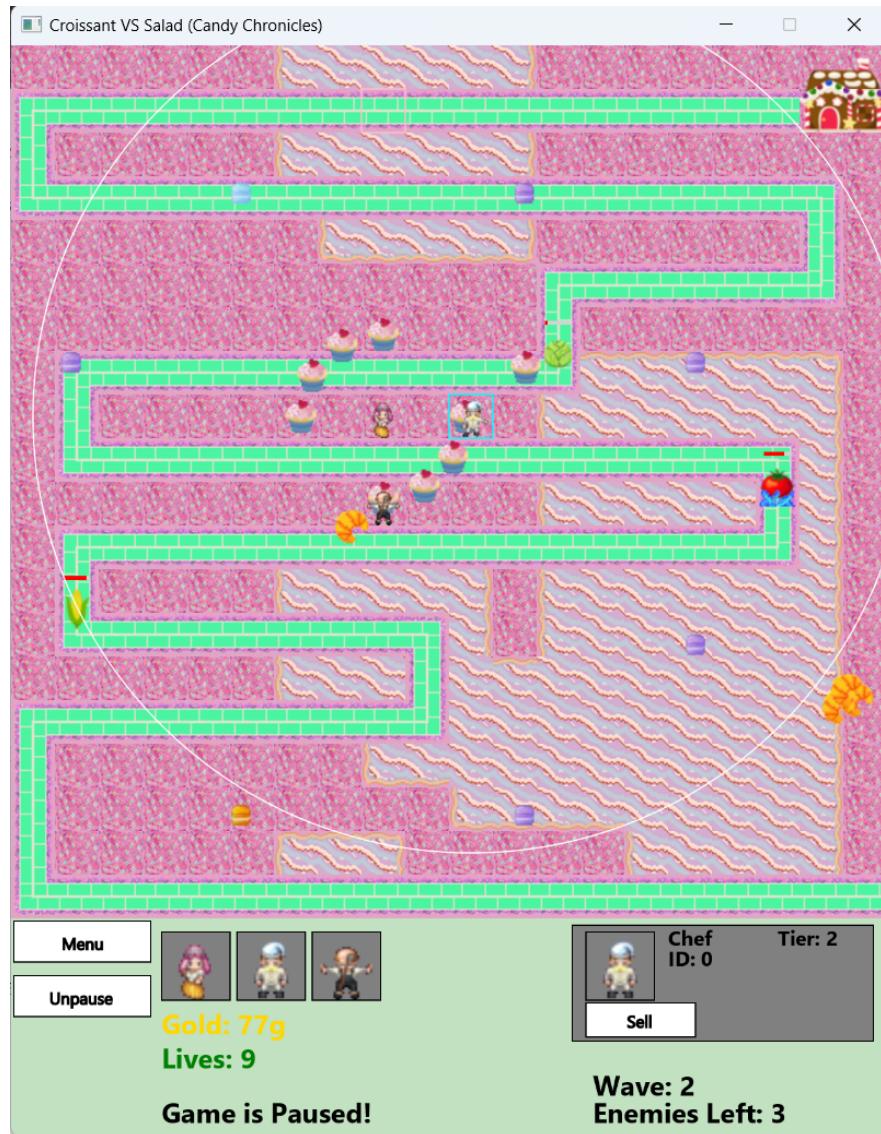
The objective of this game is to protect your kingdom for as long as possible. You can use gold to buy and upgrade your characters. The game continues indefinitely and becomes increasingly challenging with each wave as the enemies get stronger!



You can purchase characters to defend your base by dragging icons from the bottom menu onto the field. Please note that you cannot drag them into the water zone or the path zone, you can only place it on the ground (pink) zone.

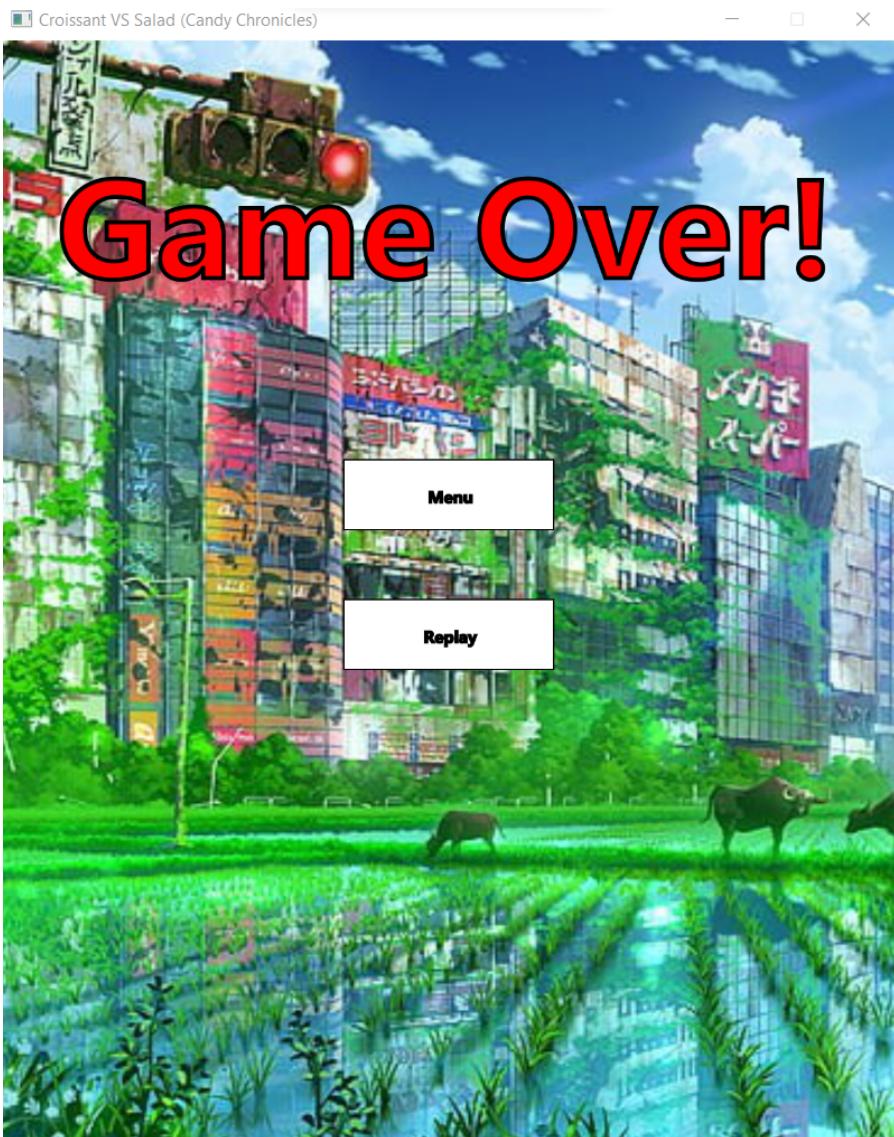


In addition, you can also drag the same character from the bottom menu and drop it into the same existing character on the field to level it up to level 2.

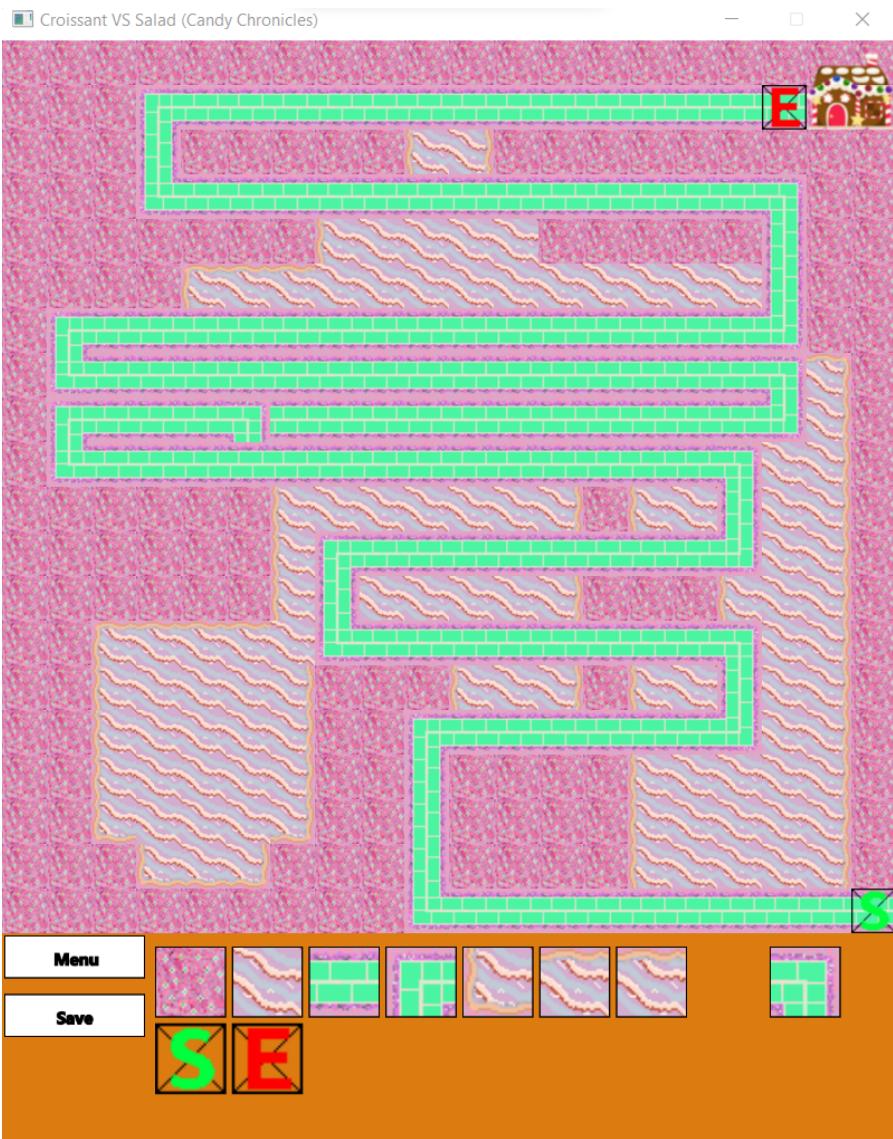


When characters reach level 2, their stats are increased, and their attacking projectiles become more powerful.

They can even use ultimates!

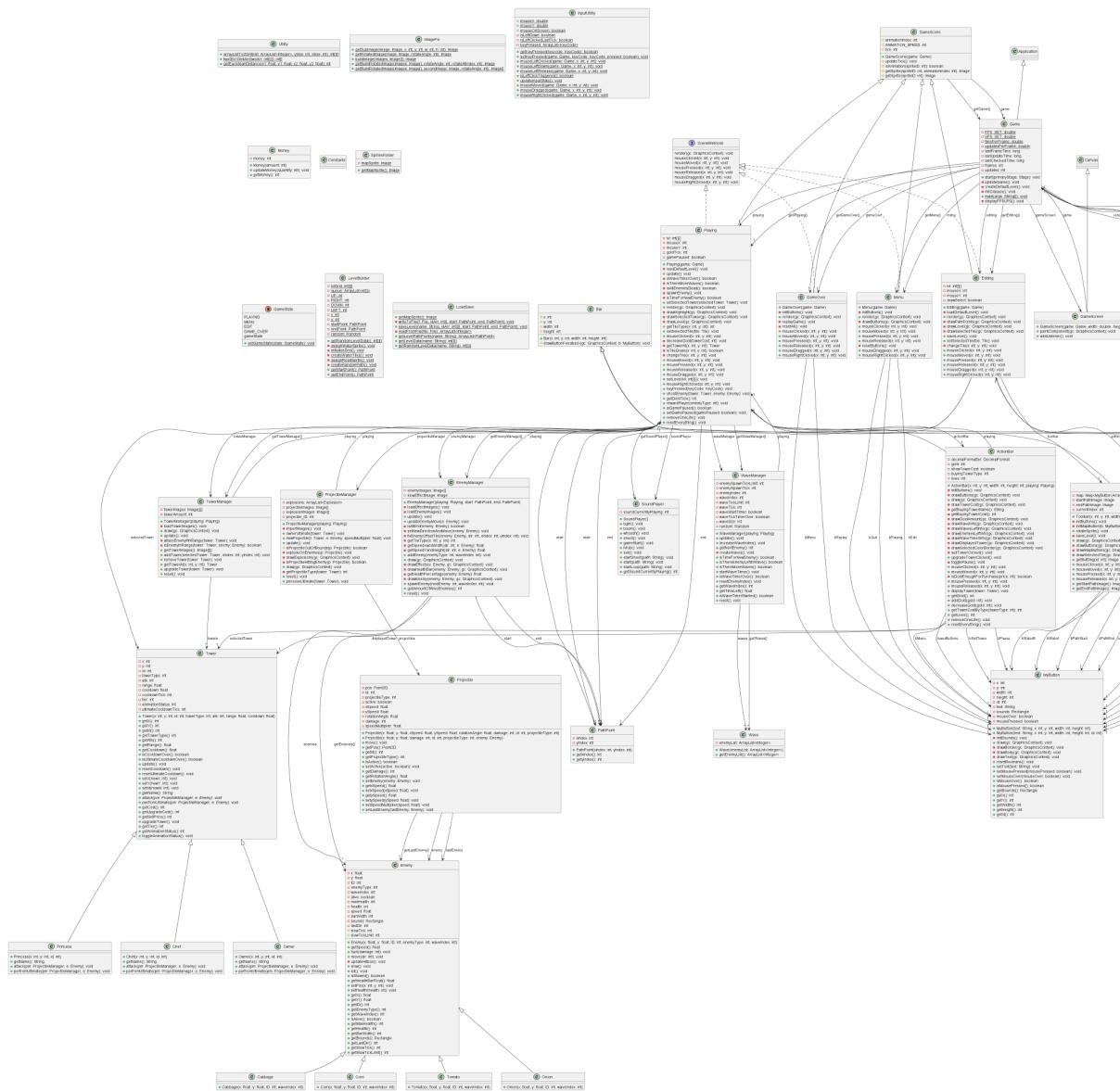


When the enemy enters your base, you lose 1 life. If your life count reaches zero, you lose the game



You can also click on the edit button to customize your own level!

Project Diagram



- Access Modifier Notations is listed below -

+ (public)

(protected)

- (private)

underlined (static)

ALL_CAPS (final)

For the Documentation, please visit this url :

https://aphrodicez.github.io/Croissant_VS_Salad-Candy_Chronicles-Java_Docs/