# ECS414U/A Miniproject form

Queen Mary University of London

2021/22

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| Name | Muhammad Azan |
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| Submitted file name | OOP Miniproject |
| Level of this program (1, 2, 3, Extra) | Extra |

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| Brief description of the program. Write the chosen theme and a high-level overview of the features (two or three sentences should suffice). |
| Program is of an adventure game in which player is offered to do multiple things score and hp is  calculated upon the choices he/she takes |

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| List all your source code files, and briefly describe their roles. Add as many rows as necessary. Mark the main file used for compilation in bold. | |
| File name | Description |
| GameApp(Mainfile) | Creates the menu frame of game |
| Startgame | Responsible to handle event when user clicks on startgame as well  as change status of player and guard(enemy) |
| Playgame | Different scenarios are offered to user and all choices made by user are handled. |
| Actor | Abstract class having common methods and methods which are not common to be overridden by player and guard(enemy) |
| Player | Having some attributes and behaviour different from guard |
| Guard | Having some attributes and behaviour different from player |
| Windowcloser | Closes window frame. |
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| Class diagram, in the format specified in the instructions. |
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| Usage instructions. Describe briefly what features are available to the user and how to use them. If File I/O is used, list and describe the files involved. |
| When player dies or wins the game his score is written to text file called as scoringchart.txt and when player clicks on high score button all scores present in text file are added to array list and highest score is displayed to user when he clicks on button of highest score in menu of game. |

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| Other comments. |
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