Ollie Jones

I worked on the Key and Locked Door classes and all sub classes which inherited off them such as all the 4 different colours of keys and doors. I also created a KeyColour class which held the colour Enums.

Whilst coding these classes I had to make adjustments to some other classes such as the Player Class created by Bailey. I also helped assist the creation of the Gem class with the help from Oscar.

On the Player class I had to help create the method which would check the players inventory which is saved in an array and make sure a coloured key would open the corresponding door with the same colour.

Lastly, I did the Week 4 Minutes and Contribution Breakdown.

Bailey Cockett

The classes I developed were the Player and Direction Class whilst assisting and co-authoring in the production of all Key and Door Classes and Sub Classes. Player was one of the larger classes and held everything from how a player would store an item, the items held, how collisions with other entities were handle to how a player could die in water. The direction class holds the movement mechanics of the game and where the player is facing. I was responsible for how the Player interacted with objects, so I was involved in loads of different classes.

I also took the role of distributing rolls around the group and managding people to make sure work is done to meet the deadline.

I also contributed by taking week 3 meeting minutes for the group.

Spas Dikov

I predominantly worked on anything back-end such as Game, Graphics, Time and SaveAndLoad Controllers. These are the deeply rooted core mechanics of how the game works and runs. I also created the score and user profiles systems for the game – such as how it keep track of the highest score. Also stores games in progress so they can be continued at any given moment.

Joseph Parish

I have been responsible for creating the enemies of the game – both Frog and PathFinding Enemy class using the A* algorithm method for finding the quickest route to Player. These classes provide another dimension to the game where you are actively being chased whilst trying to complete the task of collecting diamonds and progressing through to the next level.

I have also created methods for collision checks in general which are for example how a player interacts with a wall or enemy interacts with player. These are widly used throughout the game.

At the end of the project, I went through everyone's code, tidying it up and making sure it is formatted with Javadoc commenting.

Oscar Baggs

I mostly contributed with developing the objects in the game, such as boulder, gem and a few tiles like water. I was responsible for making sure the logic behind the function of these objects was sound and collisions between them were handled appropriately. This also involved assisting the development of other non game object classes, such as map, to aid in the function of the game objects. Aside from my main responsibilities, I assisted others through paired programming and did general bug fixing across all of the games classes. Finally, I attended all meetings and was an active participant in sharing ideas and tracking progress.

Zain Ahmed

In my Java project, I worked on several core classes essential for the game's functionality and structure. I contributed to the GameObject class as the base for all in game entities, extending its features in Entity to handle dynamic behaviors like movement and interactions. I also contributed to the Butterfly class by implementing specialized logic for enemy behavior. For the game environment, I worked on the Tile class and its subclasses, including Path, Wall, TitaniumWall, and Dirt, to define terrain properties and interactions. Additionally, I contributed to the SaveLoadController class to manage game state functionality.

Diya Patel

I made goblin which is our unique feature where the goblin steals your diamonds and runs away then vanishes. In this class I handled collision and interaction with player and game environment. I co-authored Enemy and PathfindingEnemy with Joseph where PathfindingEnemy implements the A* algorithm to find shortest distance to player. I co-

authored Butterfly class with Oscar and Joseph and Firefly class with Oscar. My role was to implement collision logic to check if the butterfly or firefly collides with player or any unwalkable object. Towards the final stages of the project, I also added Javadoc comments to a few classes. Finally, I have been present at all the online and in-person meetings.

Yuliia Shubina

I contributed to the project by designing the UI for the game menu and the game itself. I also came up with the game's Jungle theme and handled all frontend-related tasks. I created several classes and FXML files with styles for them, including: HelloController, GameWindowController, LevelController, MainUI, NewProfileController, UserSelectController, choose-user.fxml, select-level.fxml, new-profile.fxml, hello-view.fxml, GameWindow.fxml.

I styled the windows using Scene Builder and developed the CSS style classes used throughout the project to ensure consistent and appealing visual design. Additionally, I collaborated with Spas in developing the Save and Load Controller class.

Project Changes Since Start?

Since the start of the project the biggest changes have been our design such as when we eventually decided the theme of our game – which was jungle theme which is very green, we had to rethink the colour of the green key as the player may have difficulties locating the green keys with their eyes.

Other changes we implemented would be levels and high scores for our game, which gives our game more functionality and depth, in total we decided on adding 3 levels. We also decided connection between windows in our design, for example how user should interact with New Player window or with Select Level window because they behave differently. Since our last meeting we have now added a PauseWindow to halt the game and its progress.