CSC207: Project Update

Edward, Terry and Yan

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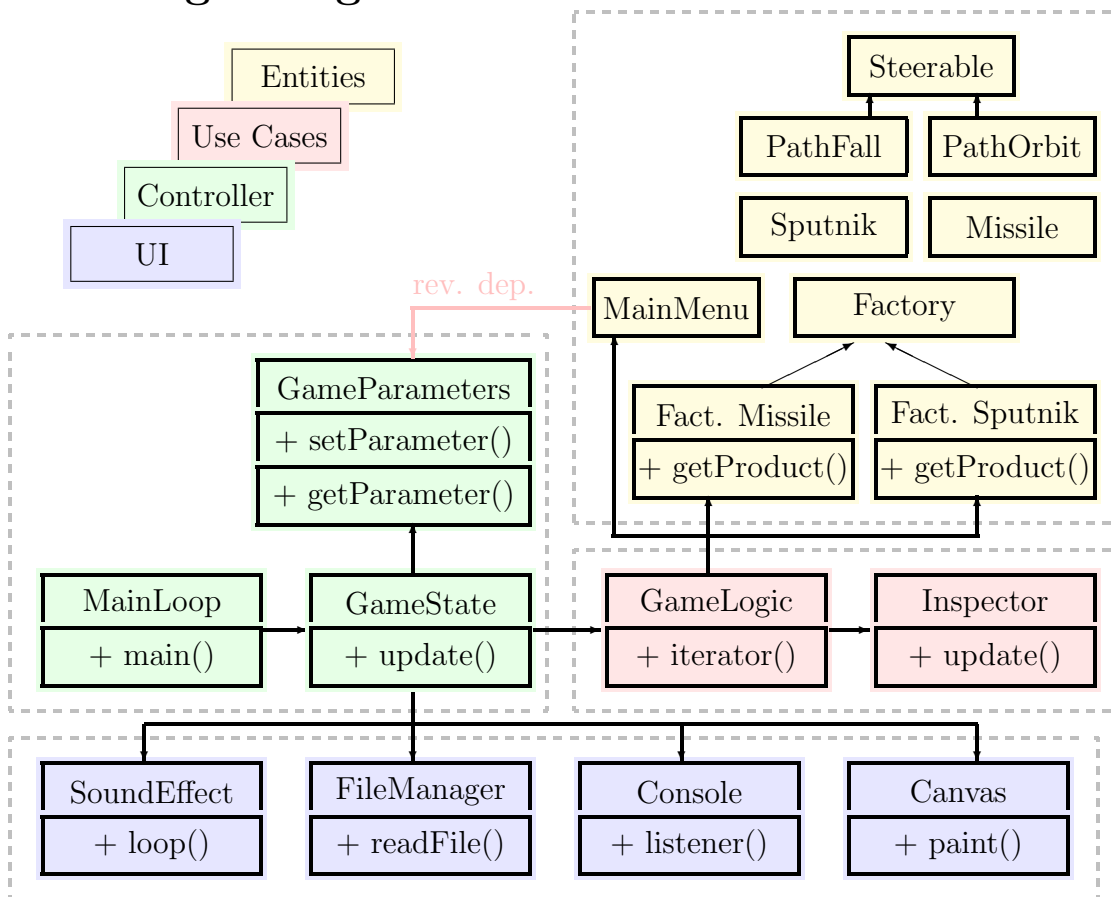
1 Design Diagram

Figure 1: Missile Mayhem packages and calling dependencies.

2 Weekly Update

2.1 Clean Architecture (Yan)

Class `GameState`, which is in the Controller Layer, no longer manipulates stationary `JPanels`, which are Entities. `JPanels` are now updated by `Inspector`, which resides in the Use Case Layer.

2.2 Accessibility (Terry and Yan)

Users can now select from two themes: `Light` or `Dark`. Several new dark `Entities` have been created. Factories have now two variations for each theme.

2.3 SoundEffects (Edward)

Class `SoundEffect` has been implemented. It plays `wav` clips when the game stage changes or when there is a collision detected.

2.4 Single responsibility Principle

Class `Canvas`, which belongs to the UI Layer, is only now responsible for gathering and displaying `JPanels`. A new class `Inspector` has been created to update the attributes of `JPanels`.

3 Bugs and fixes

3.1 LIFO system of JPanels

Java `Graphics` paints `JPanels` in the LIFO order. To get dark or light backgrounds it is necessary to add these backgrounds as the last `JPanel` to `JFrame`.

4 TODO

Functionality is fully implemented. The game runs from the beginning to the end smoothly. The focus now should be on code improvements.

- Complete javadocs for classes /** @author @version @since */

- For methods /** brief <p>long description <p>@param @return */

- Polish design patterns

- Create all test cases

- Fix all warnings

- Final report