

CECS 277

Project 1 Checklist

Name: _____

Requirements	Comments	Points	Point Value
Class Structure	Classes: __Entity __Hero __Map __Item __Enemy __ItemGenerator __EnemyGenerator __ForceEnemy Abstract: __Entity __attack Interface: __Force Inheritance: __Hero __ Enemy __ForceEnemy		10
File IO	__Read in maps from loadMap method __Read in ItemList from ItemGenerator Constructor __Read in EnemyList from EnemyGenerator Constructor		10
Enemy	__Enemy is created using template w/ hero's level & item __Enemy calculates random damage related to level __Enemy deals calculated damage to Hero __ForceEnemy randomly chooses attack w/ random dmg __Generator creates new Enemies & ForceEnemies		10
Hero	__Hero's display calls Entity's display method __Hero can pick up items up to a max capacity of 5 __Hero can move NSEW, checks for out of map bounds __Hero can use force attacks when holding Holocron __Holocron is consumed when force attack is used __Calculates random damage related to level		10
Map	__Revealed array is reset when other levels are loaded __Locations on map are revealed when hero visits them __Enemies and Items are removed when killed or taken __Enemies and Items remain if not killed or not taken		10
Main	__Fight begins when Hero enters a room with an 'e' __Hero can fight or run away from enemies __Med Kit option appears if Hero has one in inventory __Med Kit heals +25hp or up to maxHp __Hero recieves item after defeating enemy __Hero recieves item when entering a room with an 'i' __Hero may drop old items if inventory is full __Hero encounters door when in room with 'f' __Hero may open door with key or the force __Game ends when Hero dies or when user quits __Enemy is polymorphic		25
Coding Standards & JavaDocs	Jdocs: __classes __methods __data members CS: __var names __tabs/spacing __capitalization __Error check all user input __No exceptions / does not throw exceptions from main __No global variables __Commenting		25
Errors	Errors: -1 -1		0
Early/Late (±10%)	Date Submitted: _____		Early / Late
Total			100