

CECS 277

Project 4 Checklist

Name: _____

Requirements	Comments	Points	Point Value
Singleton	__Map __ItemGenerator __EnemyGenerator __Removed unnecessary instances		10
Prototype	__Item __clone() called in ItemGenerator's generateItem()		5
Decorator	__Enemy & Decorator are abstract __Rodian, Dathomiri, Twi'lek Geonosian extend Enemy __Fighter & ForceUser extend Decorator __Constructors (+Fighter, +1HP; +Force User, +2HP) __ForceUser implements Force		15
Factory	__generateEnemy() chooses random enemy type __lvl 1 => base type __lvl 2+ => repeatedly decorated for every extra level __has title, added HP, added attack for every level		10
GUI	__Draw Map w/ Hero's location to screen __Draw Hero's information & inventory to screen __Draw info area based on game state __Draw Enemy info when fighting __repaint() Threads / press		15
KeyListener MouseListener ActionListener	__WASD or Arrows for Hero movement __Buttons for fighting and selling __Extra button appears when med kit is in inventory __12345 and click when dropping inventory items __Cannot drop inventory except when dropping __Cannot move in map when fighting or dropping		10
Game	__Enemy attacks Hero when Hero enters a room with 'e' __Hero can fight or run away or use med kit (if exists) __Hero receives item after defeating enemy __Hero receives item when entering a room with an i __Hero levels to next map when at room with f (key) __Game ends when Hero dies or when user quits		10
Bonus (+5 points)	__images of hero, enemies, item, exit, for map __images of items for inventory __alter itemList.txt to have file paths for images		Yes / No
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
Early/Late (±10%)	Date Submitted: _____ Errors: -1 -1		Early / Late
Total			100