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The Hivolts Project Read Me

Introduction

This program sets the game of hivolts using Jframe as well as keyboard event as well as Mathrandom.

Specification

Our project meets the requirement of setting the window with a title and a replay button, as well as the actual game board with the correct amount of spaces and fences as well as player and ohms. We also wrote the keyboard method which allows player to move. We also made that there’s a outer layer of fence around the gameboard.

Errors

Our game could not resize because we set the resize to false. And characters were on top of each other in many conditions.Every Time when we move the player, the game will reset.Moreover, we didn’t write the code which will make the player die when it hits fence or ohm. The player was spawned outside the gameboard.

Overview of Code

In this project, we created eight class. Fences class, Monster class, Player class, Character class, move class, Points class, GameBoard class and the main class. The Fences and Monster and Player class which inherited from the Character class will be the constructor of each character’s location, the Character class will draw all Characters in the game board. The move class will set the keyboard movement of the player. The points class will keep track of locations of all various characters. The GameBoard class will set the background and window size and the title and replay button of the game. The main class which will run the game.

Major Challenges

We hits the breakpoint when we are trying to make the characters not spawn on top of each other, the way to solve this is to rewrite the whole code so that it will spawn all three types of characters as a whole. But at that point it’s too late for us to rewrite the code, so we could only proceed with that error.

Acknowledgements

In this project, the whole class was divided into groups of two or three, in our group, we have three members: Me, Eric Chavez and Hunter North. Hunter sets the gameboard, write the code for spawning the characters and the background as well as the replay button and title. I divide Hunter’s code into several class so that it would be easier to read and edit the code later, then I made a constructor for each of the characters and made the array which will stores the coordinates of the points. Erick did the keyboard part which will move the player in the game board. We researched on a lot of methods on stackoverflow and tutorials. We also helped each other whenever anyone in our group needs help.

Comparison with the progress report:  
We didn’t finish the project, and the level of difficulties we made in the progress report was different when we were actually coding it. The methods that prevent the characters from spawning on top of each other was just simply too hard and took us too long.