COMP603/ENSE600

# Program Design & Construction / Software Construction S2 2025

## Project 2 – ARENAv2

Javadoc

For ease of understanding and marking a Javadoc is provided with the project, which can be found in the project folder. This Javadoc contains any relevant decision making, purpose and formatting of each method and class in the project. Feel free to use this document alongside inline comments to further your understanding of the project where needed.

Project Setup

No additional setup is required to run the ARENAv2 project. The game is controlled through a Java Swing and Java AWT GUI. Players can launch the program by running the MainMenuFrame class, any additional setup is handled automatically by the program upon first launch or using the existing defaults that come with the package. For further testing, test classes are provided in the .database package to confirm the functionality of the auto setup and derby database driver.

Legacy Build

The original ARENAv1 project is also included in this submission as its source code was used as the base of the v2 iteration and is required for the v2 iteration to run. It remains largely unchanged and is still playable through the original ARENA entry-point class.

Contributions

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| --- | --- |
| Name | Contribution (%) |
| Devon Strange (21138724) | 50 |
| Fynn Petterson-O'Reilly (22173881) | 50 |

<https://github.com/DevonStrangeAUT/ARENAv2>