Study & Play Trivia Maze

Team java.lang.NullPointerException
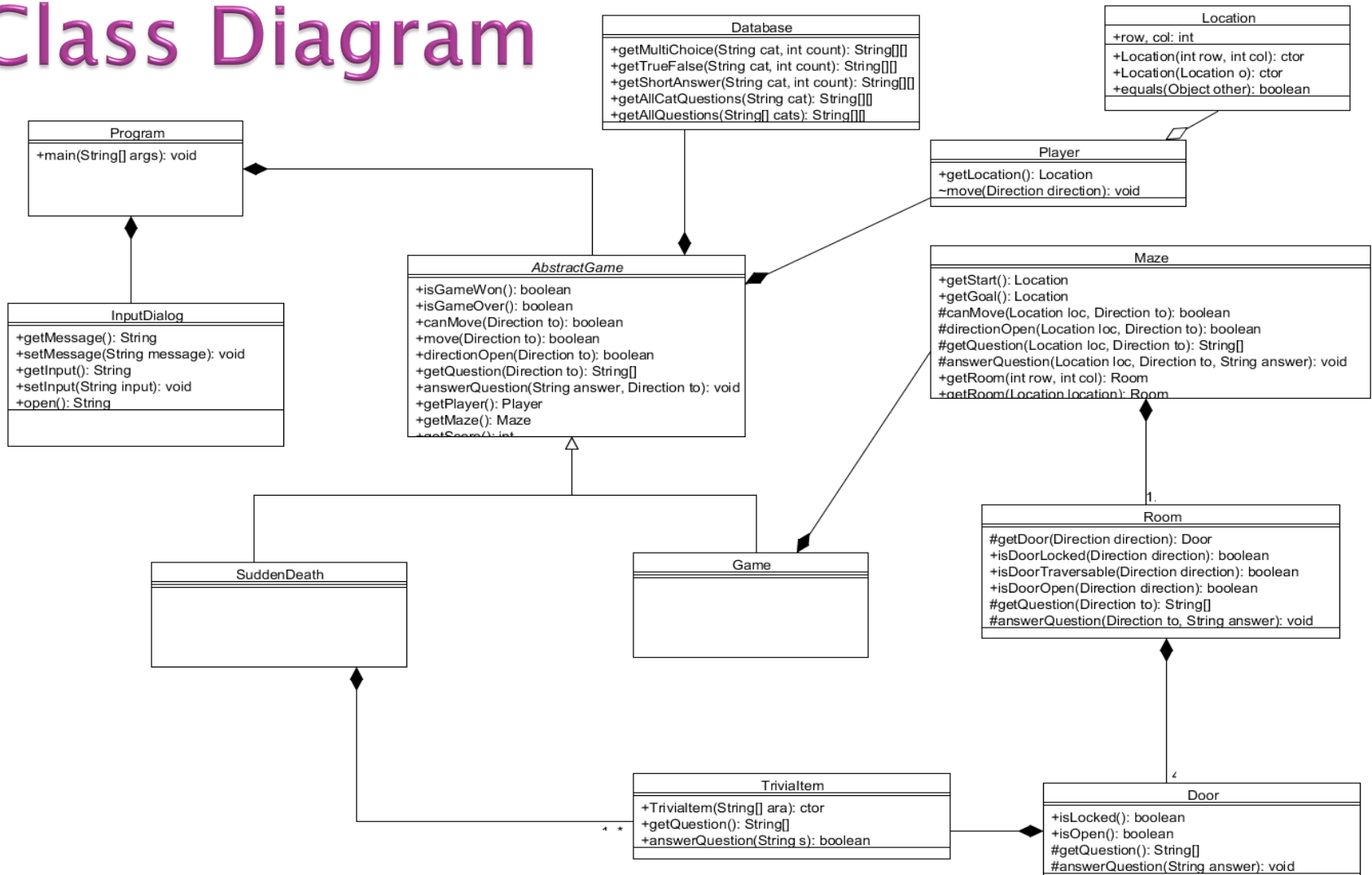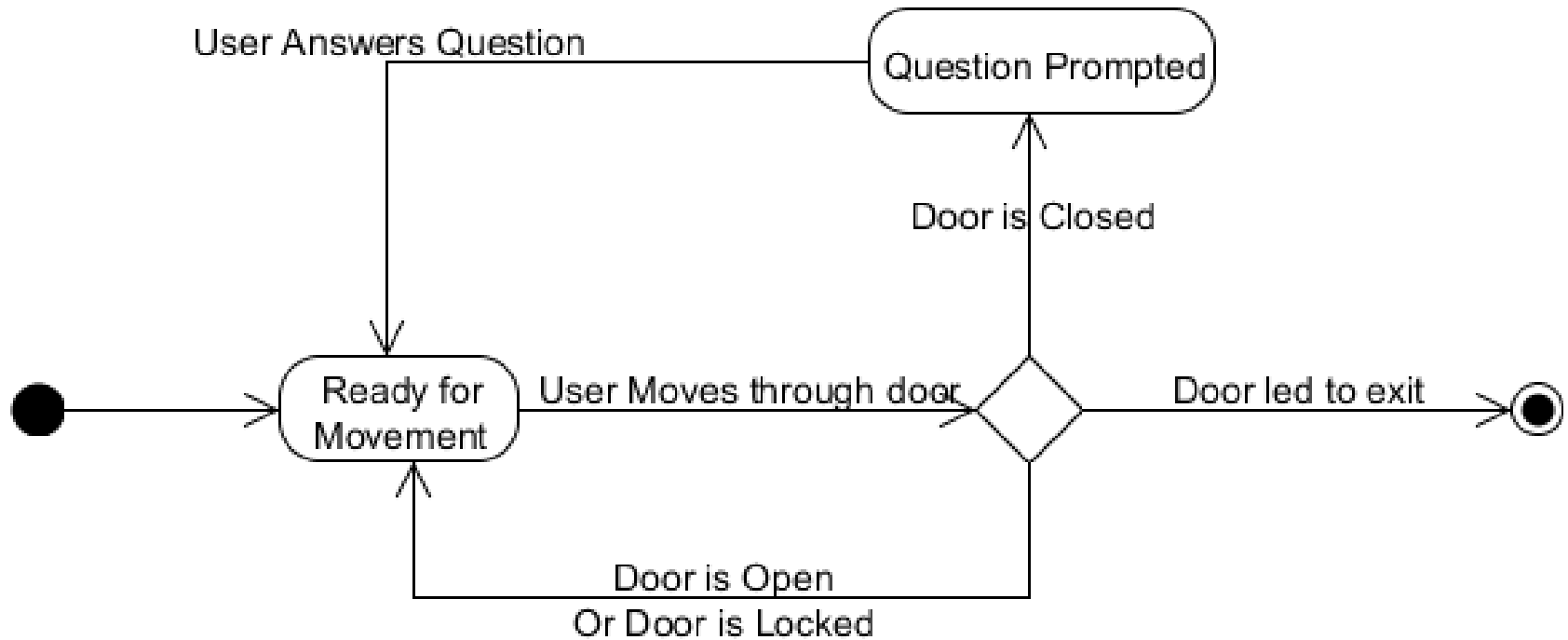
Stefan Bostain, Stacy Carlson, and Dan Watt

Basics of the Game

- Java Application
- SWT (Standard Widget Toolkit)
- JDBC Driver for SQLite
- Multiple Modes

Class Diagram

Database

+getMultiChoice(String cat, int count): String[][]
+getTrueFalse(String cat, int count): String[][]
+getShortAnswer(String cat, int count): String[][]
+getAllCatQuestions(String cat): String[][]
+getAllQuestions(String[] cats): String[][]

Location

+row, col: int

+Location(int row, int col): ctor
+Location(Location o): ctor
+equals(Object other): boolean

Program

+main(String[] args): void

Player

+getLocation(): Location
~move(Direction direction): void

InputDialog

+getMessage(): String
+setMessage(String message): void
+getInput(): String
+setInput(String input): void
+open(): String

AbstractGame

+isGameWon(): boolean
+isGameOver(): boolean
+canMove(Direction to): boolean
+move(Direction to): boolean
+directionOpen(Direction to): boolean
+getQuestion(Direction to): String[]
+answerQuestion(String answer, Direction to): void
+getPlayer(): Player
+getMaze(): Maze
+getScore(): int

Maze

+getStart(): Location
+getGoal(): Location
#canMove(Location loc, Direction to): boolean
#directionOpen(Location loc, Direction to): boolean
#getQuestion(Location loc, Direction to): String[]
#answerQuestion(Location loc, Direction to, String answer): void
+getRoom(int row, int col): Room
+getRoom(Location location): Room

SuddenDeath

Game

Room

#getDoor(Direction direction): Door
+isDoorLocked(Direction direction): boolean
+isDoorTraversable(Direction direction): boolean
+isDoorOpen(Direction direction): boolean
#getQuestion(Direction to): String[]
#answerQuestion(Direction to, String answer): void

TriviaItem

+TriviaItem(String[] ara): ctor
+getQuestion(): String[]
+answerQuestion(String s): boolean

Door

+isLocked(): boolean
+isOpen(): boolean
#getQuestion(): String[]
#answerQuestion(String answer): void

State Diagram

Sequence Diagram