

JavaCraft Provisional Report - Group 75

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Group Details

Group

Attribute	Details
Group Name	The Jokers
Group Number	75
TA	Thomas

Group Members

Student Name	Student ID
Mila Spasova	i6346060
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Introduction

This provisional report is showing the game logic and workflow of the project “JavaCraft” which is a terminal game written in java that is inspired from the famous game “Minecraft”. (Ethan please write a good description i count on you , i suck at this things (-)__(-))(i think here we need to write who did who?? maybe)

JavaCraft's Workflow

Flowchart

See Appendix Figure 1A

Pseudocode

See Appendix Figure 1B

Functionality Exploration

No.	Function Name	Description
2.	generateWorld	Iterates over the world matrix and randomly assigns block types to each world block
1.	initGame	Takes in two integers for the world's width and height and defines the initial world and player values
3.	displayWorld	Iterates over the world matrix and prints each block's symbol and player's position
4.	getBlockSymbol	Takes in an integer as input and returns a string representing the colour and character of the corresponding block
5.	getBlockChar	Takes in an integer as input and returns the corresponding character
6.	startGame	
7.		
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No.	Function Name	Description
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Finite State Automata (FSA) Design

Git Collaboration & Version Control

Extending the Game Code

Interacting with Flags API

Conclusion

Appendix

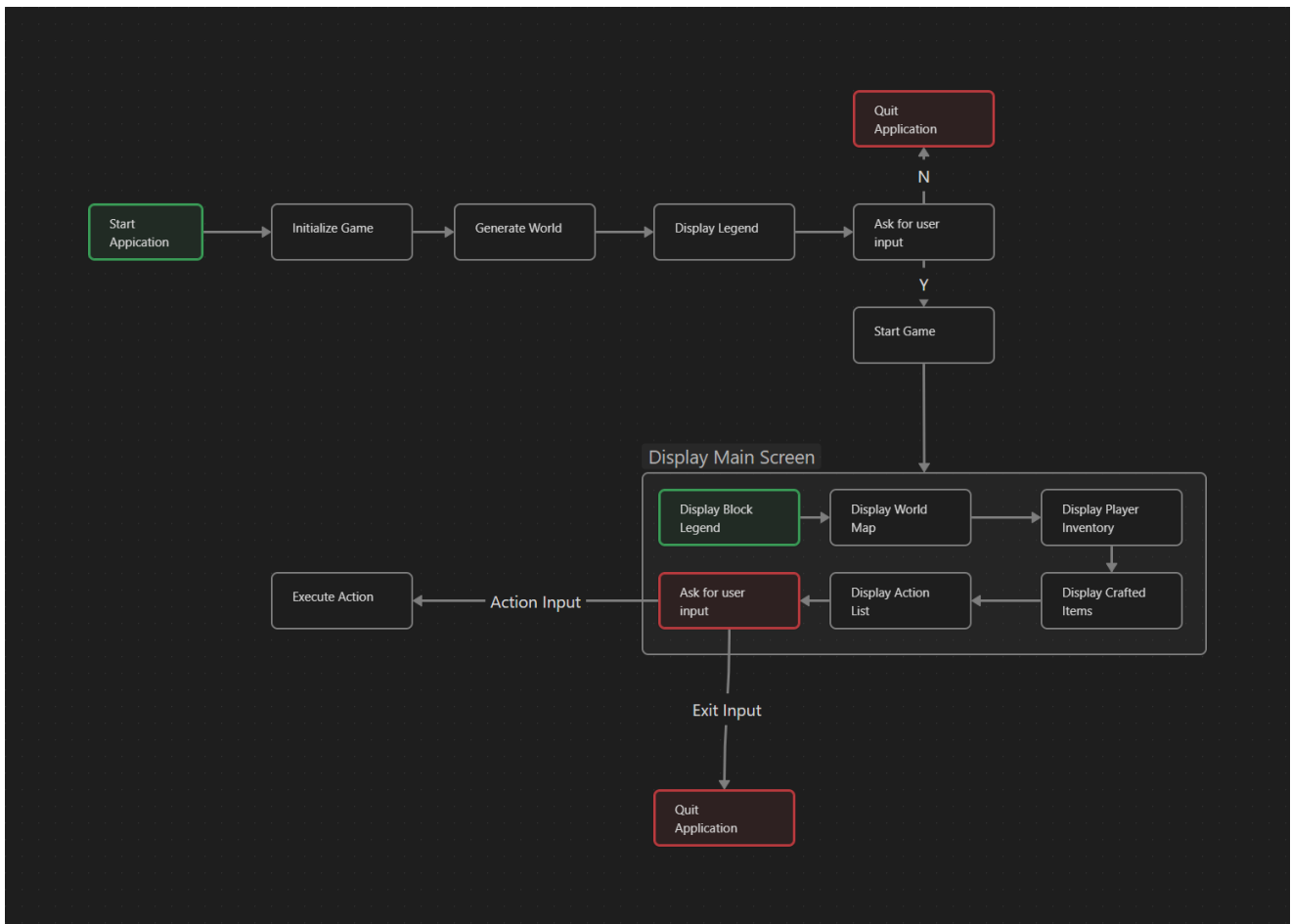


Figure 1A

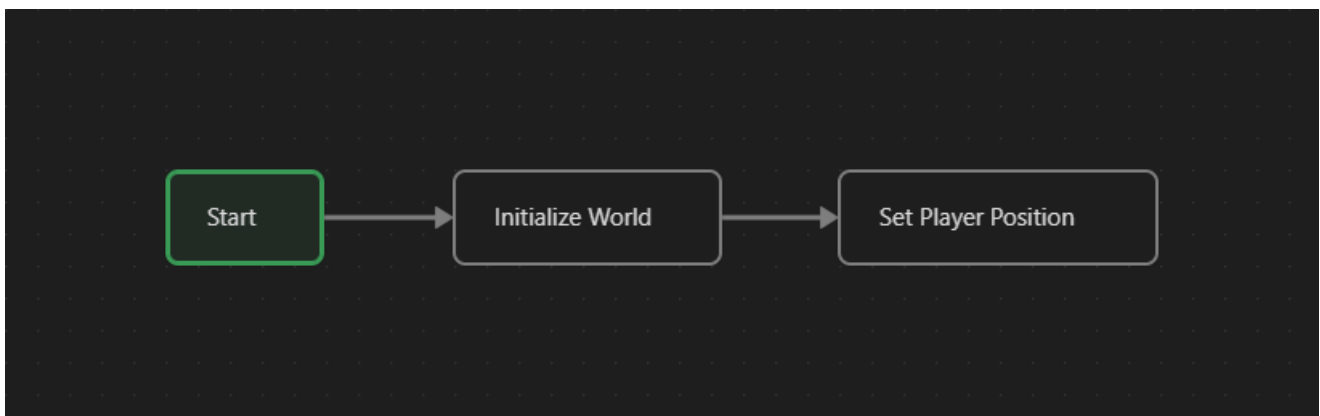


Figure 2A



Figure 3A

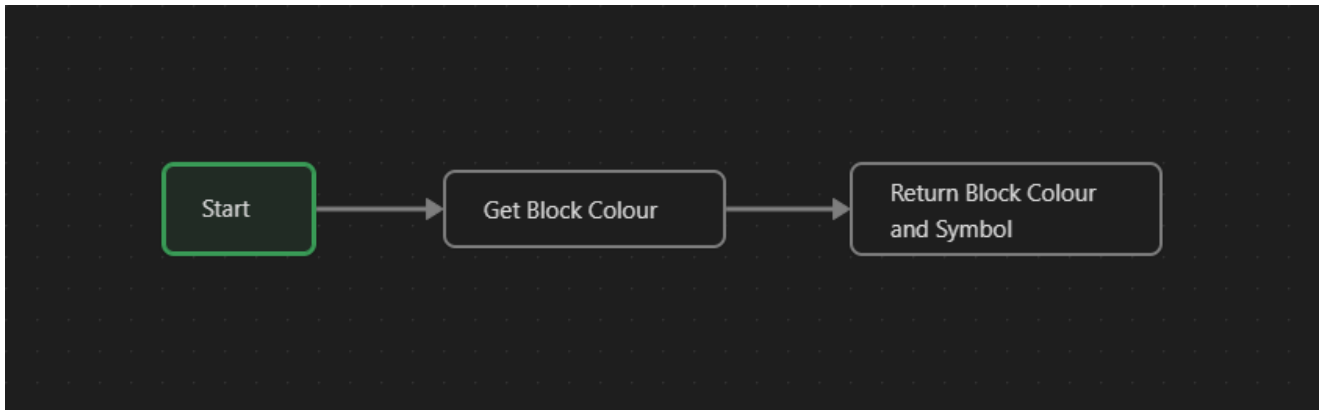


Figure 4A

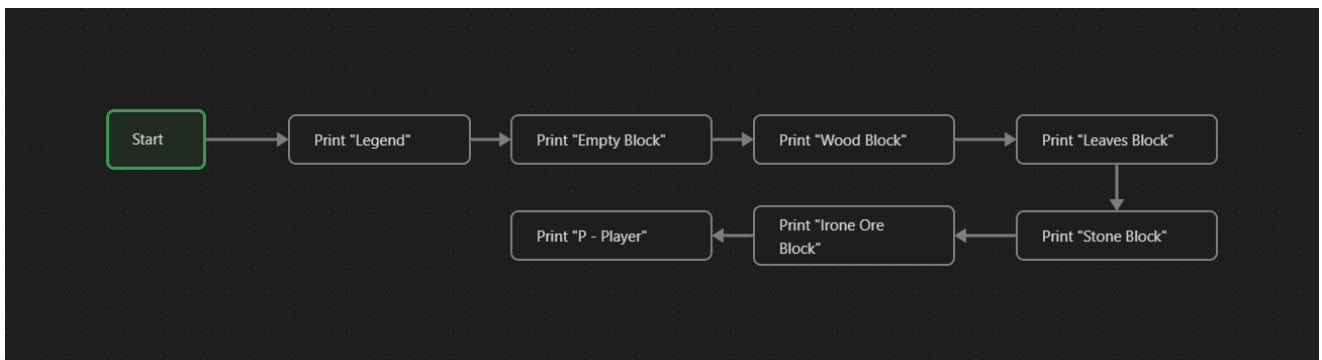


Figure 5A

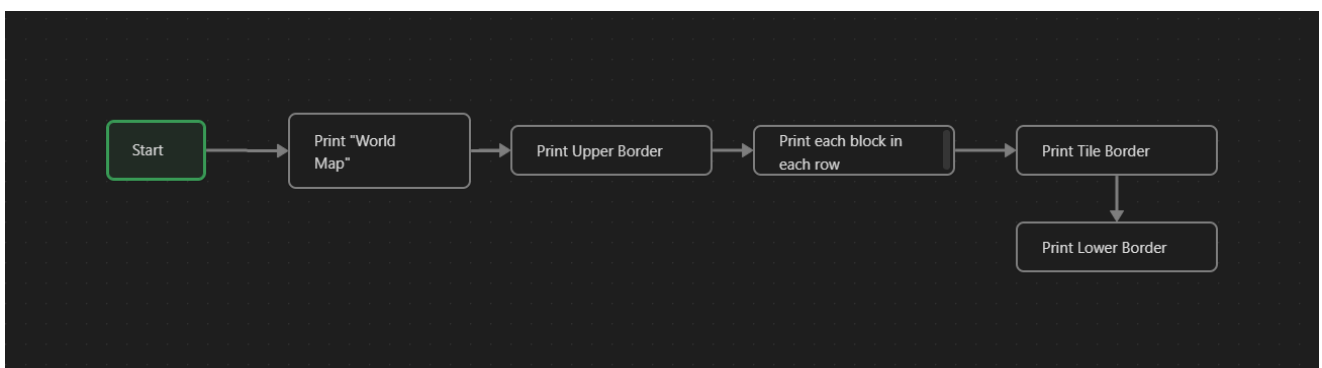


Figure 6A

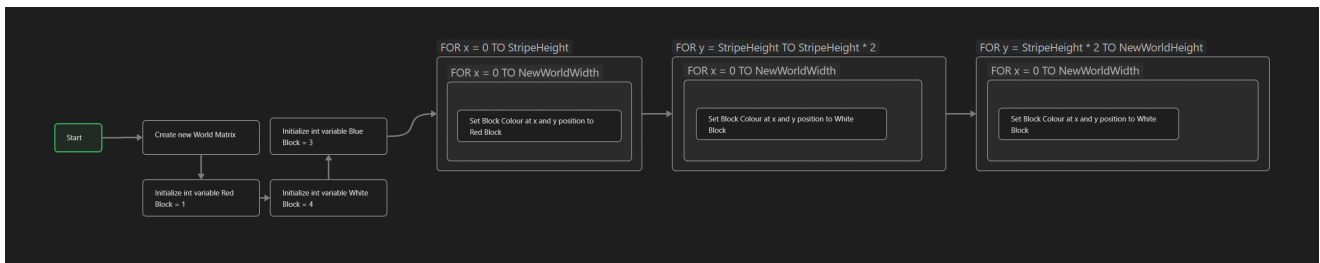


Figure 8A

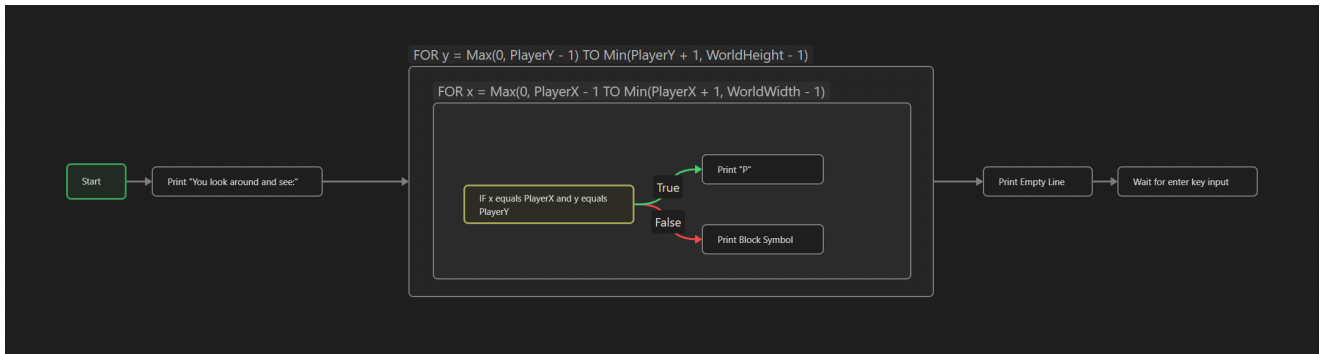


Figure 9A

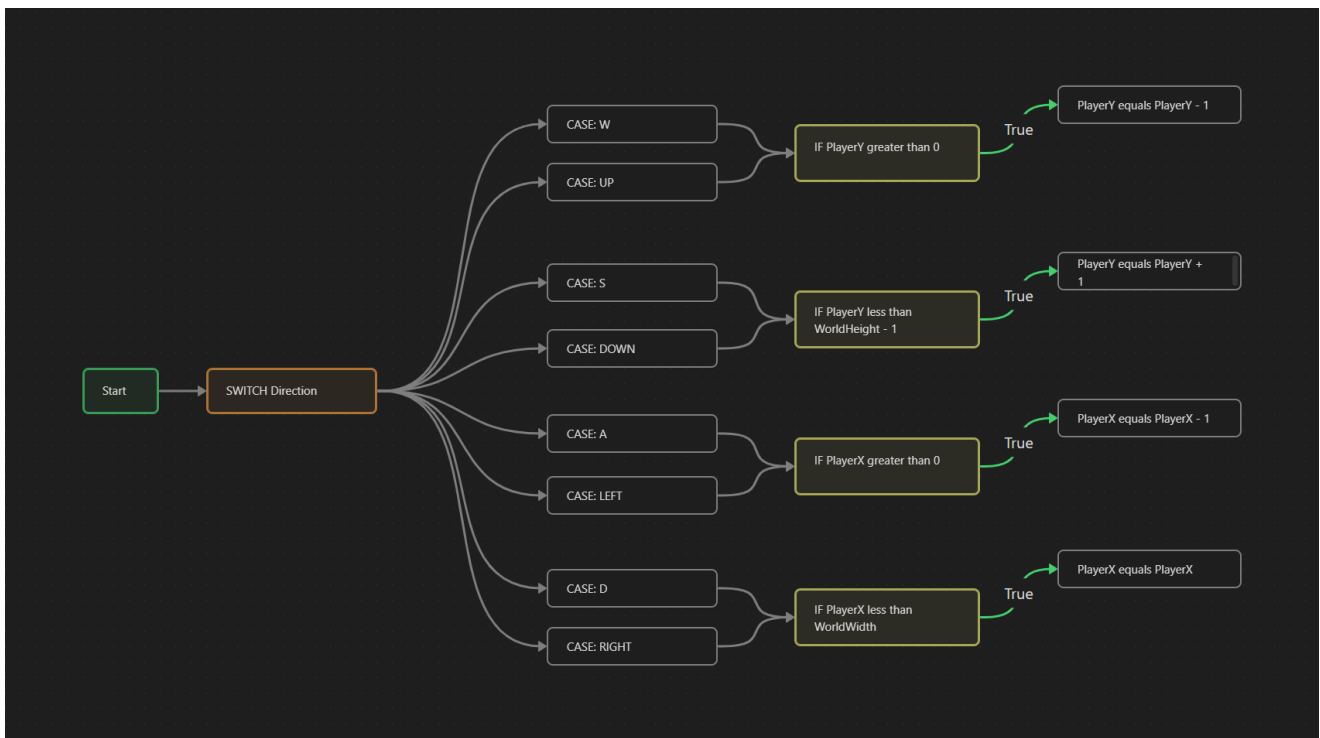


Figure 10A

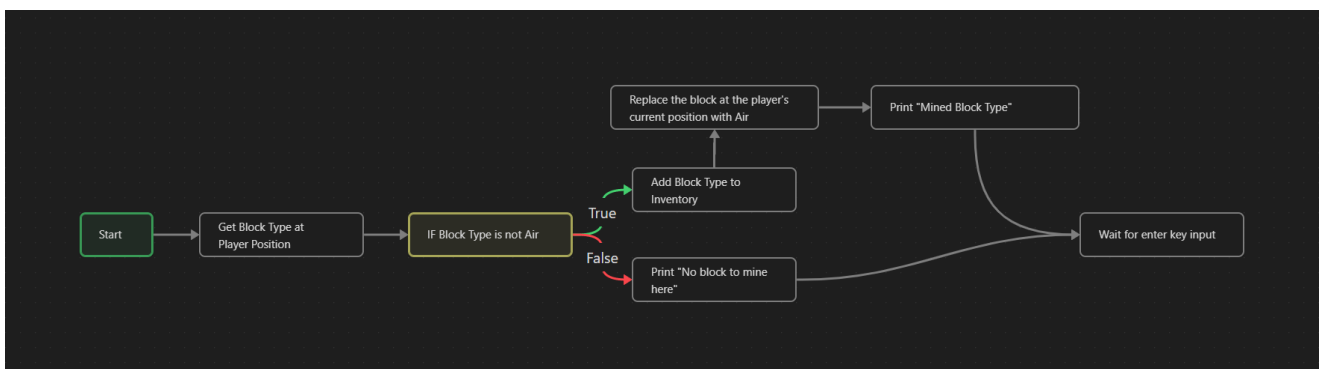


Figure 11A

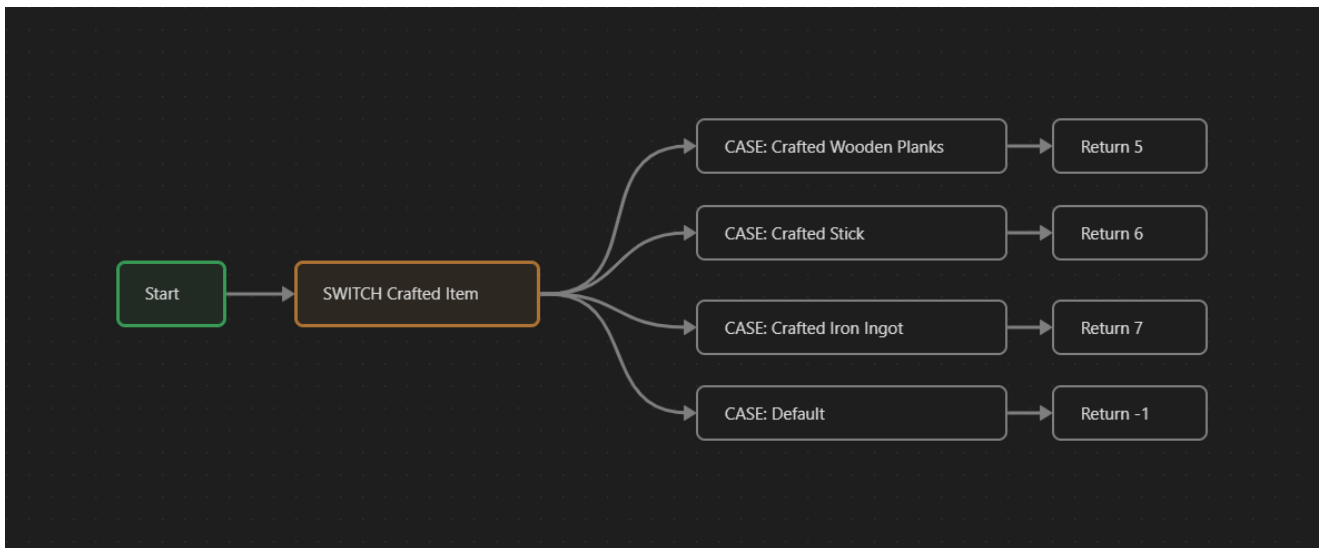


Figure 12A

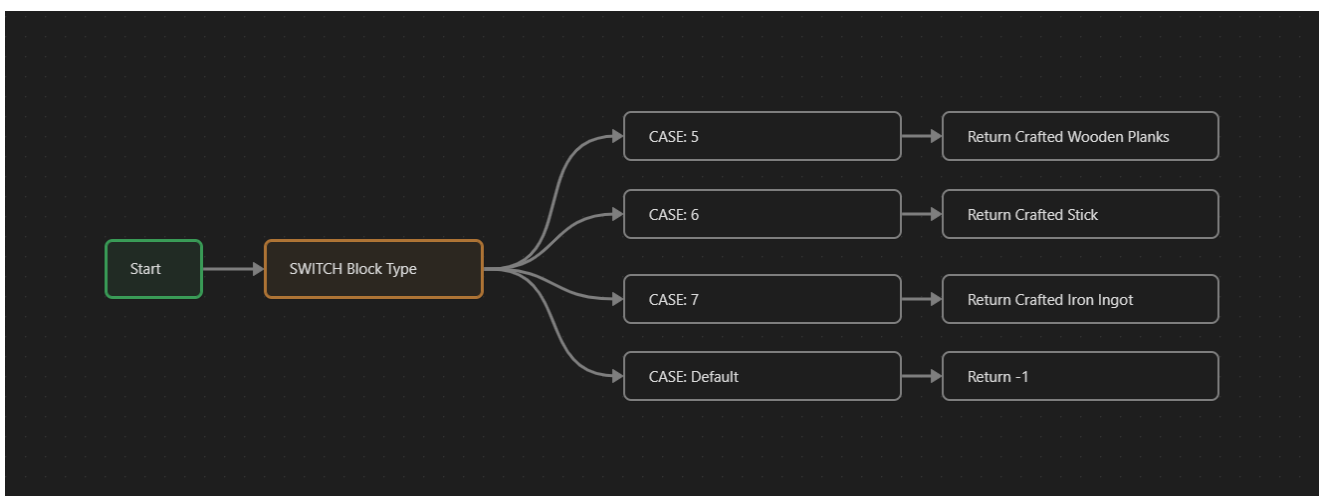


Figure 13A

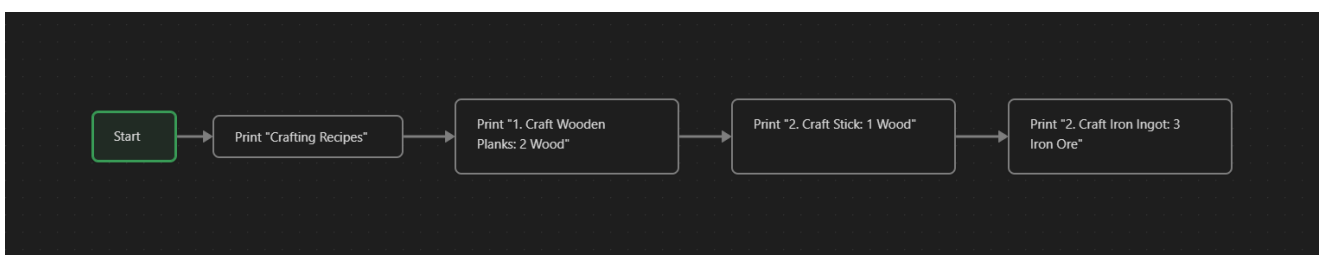


Figure 14A

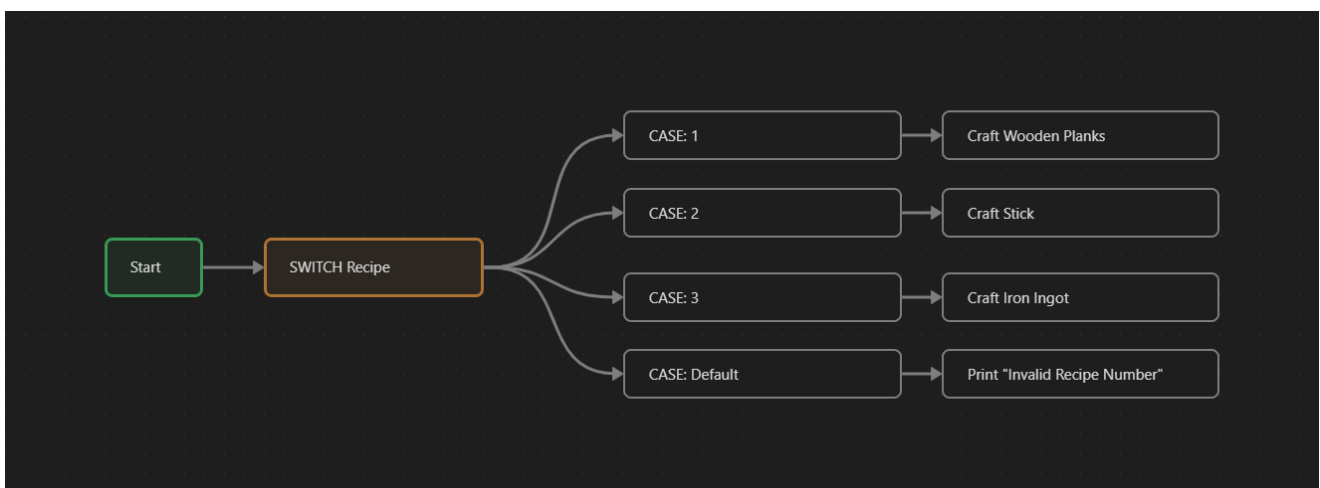


Figure 15A

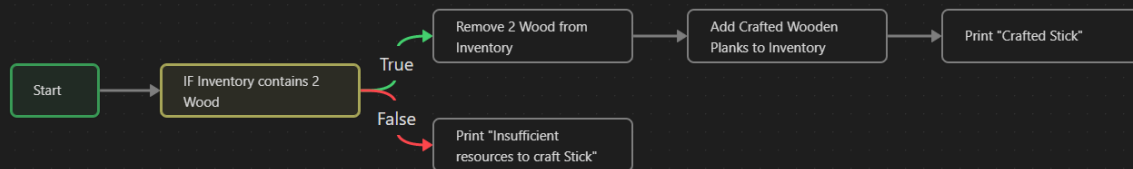


Figure 16A

References
