

Over-view

For this project I created six java files that were used to create different objects in one large java file called frame.java. Using these supporting java files I was able to create instances of coins, enemies, etc. When the program is run, the user is prompted with option of what they would like to do, such as start, quit, etc. Once when the user selects what they would like to do the program will jump to the subclass that deals with the specified command. For example, if start is selected, then the grid will be populated with coins, enemies, a player, etc. The timer will also begin in this case allowing the enemies to move and the duration of the game to be kept track of. At the end of a game, before exiting the program, the results of the game will be stored to a txt file.

Frame

In this class, this is where all the classes are used in conjunction with each to cumulatively create the gaming experience.

Coin

In this class, the definition of the object of a coin is created. Therefore, things such as it's position, color, etc. is decided.

Board

In this class, the definition of the object of a board is created. Therefore, things such as it's position, color, size, etc. is decided.

Immunity

In this class, the definition of the object of an immunity is created. Therefore, things such as it's position, color, etc. is decided.

Enemy

In this class, the definition of the object of an enemy is created. Therefore, things such as it's position, color, etc. is decided.

Portal

In this class, the definition of the object of a portal is created. Therefore, things such as it's position, color, etc. is decided.

Token

In this class, the definition of the object of a token (also known as the player or user) is created. Therefore, things such as it's position, color, etc. is decided.

