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CPE-203

Assignment 1 – Written Document

- ❖ Action:
 - All methods that create or execute a sort of action.
- ❖ ActionKind:
 - No changes
- ❖ Background:
 - No changes
- ❖ Entity:
 - All methods that directly involves the Entities themselves.
- ❖ EntityKind:
 - No Changes
- ❖ Event:
 - No Changes
- ❖ EventComparator:
 - No Changes
- ❖ EventScheduler:
 - Included all methods that involve the Event time, such as “schedule,” “Pending,” and “Update.”
- ❖ Function:
 - Kept the following, because I did not understand how it relates to the other classes.
 - +parseBackground(): boolean
 - +parseMiner(): boolean
 - +parseObstacle(): boolean
 - +parseOre(): boolean
 - +parseSmith(): boolean
 - +parseVein(): boolean
 - +clamp()
 - +shiftView()

- ❖ Image Store:
 - This is where we will access our images so I included methods that gets, load, and processes images.
- ❖ Point:
 - Included methods that implemented Point as a parameter
 - Adjacent()
 - findOpenAround()
 - distanceSquared()
- ❖ Viewport:
 - Included methods that implemented ViewPoint as a parameter
 - +viewportToWorld(): Point
 - +worldToViewport(): Point
- ❖ VirtualWorld:
 - No changes
- ❖ WorldView:
 - Included methods that implemented ViewPoint as a parameter
 - +drawBackground()
 - +drawEntities()
 - +drawViewport()
- ❖ WorldModel:
 - This box contains an “occupancy” for the entity, so I included all “getOccupant()” methods as well as “isOccupied()”
 - Included methods that adds, moves, and removes the entities into the world.
 - Other methods that uses the WorldModel class
 - withinBounds()
 - isOccupied()