

Project Documentation: Lutemon Game App

Project Title

Lutemon – Battle and Training Game

Team Composition

- Darpan Puri (Lead Developer)
- Pukar Adhikari (UI/UX developer)
- Amrit Bhusal (Project Manager)

Project Description:

The Lutemon Game App is an Android application developed using java in Android Studio. It is inspired by Pokémon-style games where users create, train, and battle creatures called Lutemons.

Users can manage their Lutemons through the app's graphical interface: create new ones, train them and send them to the battle arena.

The app follows Object-Oriented Programming principles with appropriate use of inheritance, encapsulation, and polymorphism.

Implemented Features

Feature	Status
Create different types of Lutemons	✓
Place newly created Lutemons in “Home”	✓
Move Lutemons between Home, Arena and Battle	✓
Train Lutemons through battle to gain experience points	✓
Battle system: turn-based combat until one Lutemon's health reaches zero	✓
Winning Lutemons gains experience, defeated Lutemon is removed	✓
Full health recovery when returning home	✓
RecyclerView lists for displaying Lutemons	✓
Unique images for different Lutemon types	✓
Save and Load Lutemon data to/from device storage	✓
Text-based battle logs in the user interface	

Used Technologies and Libraries

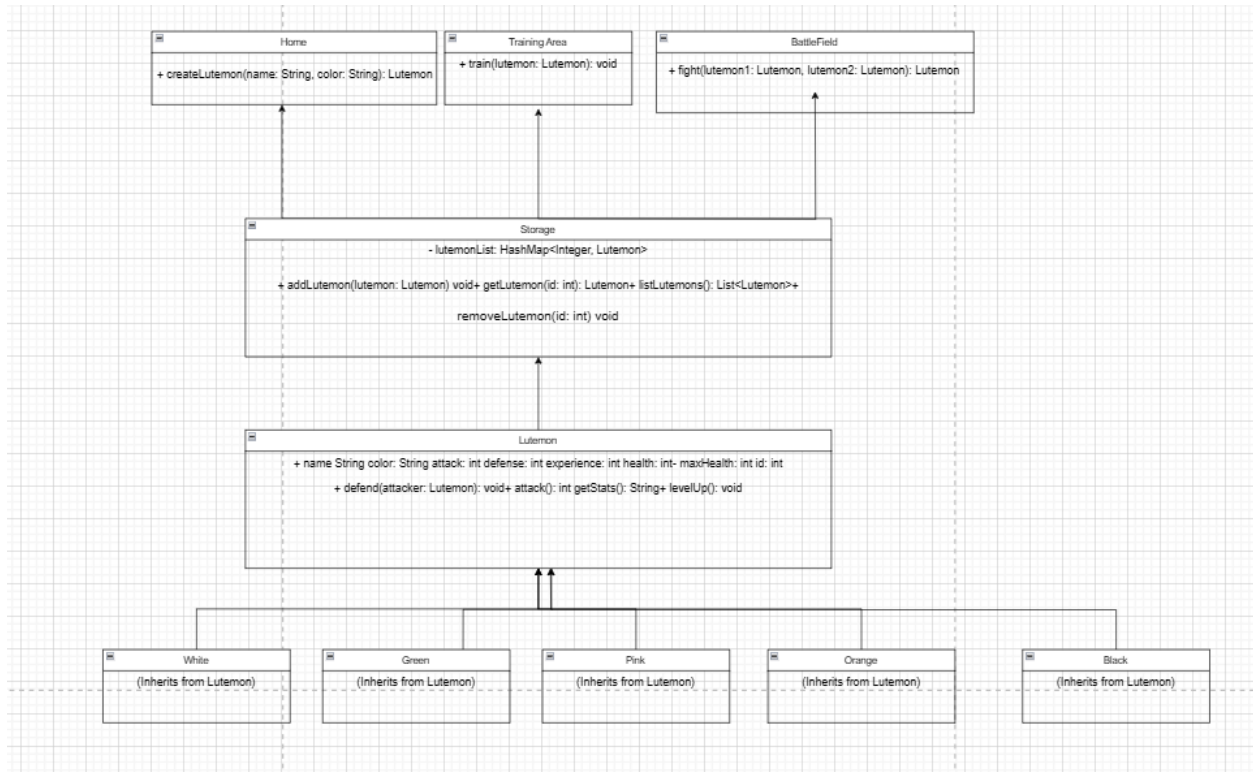
Language: Java

Platform: Android

Development Environment: Android Studio

UI Components: RecyclerView, ScrollView, Buttons, TextViews

UML class Diagram



Division of Work

All design, Ui implementation and testing were done by Pukar Adhikari and Amrit Bhusal and the coding and other things related to the project were done by Darpan Puri.