

Phase 4 Report

Group Members: Haruka Mibuchi, Gurinder Bhogal, Asifiwe Julio Patrick

- **Overall description of the game**

In this game you are playing as a celebrity trying to escape paparazzis in the mall without being caught and you have to collect all the disguise items in the four stores. In addition you have to avoid running into the camera lasers as you lose points and if you have zero points, or get caught by the paparazzi, you die! you are also able to get bonus points by running into fans who will appear randomly in the mall.

- **Changes made**

Since we weren't very sure how we were going to handle the UI in phase 1, the UML diagram is completely lacking references to any UI or input handling classes. We decided to add all the UI-related classes to a completely new package that handles the main frame and many panels. Our EntitieManager and GameManager essentially became our GameFrame and GamePanel classes. We noticed that our GamePanel class was essentially doing the same thing we had planned for the EntitiesManager class which was constantly updating entities. The GameManager class had very similar functionality to the GameFrame class since they both handle the logic of the game like starting, pausing, ending, score, and more. We also did not need a StaticEntity class which we were going to use to represent the rewards and traps classes. It was not needed because we decided to implement the map using a text file, which is essentially a grid of different numbers representing different types of StaticEntities and CellTypes (walls, barriers, etc.). We combined the StaticEntity and CellType from our UML diagram to a single Cell class. These were all the things that would stay stationary on the map whenever they were present. This made it so we could easily check the type of cell the player is walking into and take the appropriate steps afterwards.

- **Lessons learnt**

Some of the lessons we learnt were the importance of time management in a group. Since everyone can have a very busy schedule it can be difficult to make sure tasks are done on time. We also learnt to ask each other for help whenever we thought we needed. We never knew how important good comments and variable names were until we started working with other people. It was crucial that we understood each other's work in order to improve it as much as possible.

Video: <https://youtu.be/oe3t3NQiwQg>

