

Java Project Write Up

Project name: XII (duodēcim)

Team Name: Team Herakles

Team Members: Michael Medulla, Spencer Roeren, Pablo Avila, Kaeden Bryer

Class Diagram:

classDiagram

Player <|-- Sword

Player <|-- Bow

NPC <|-- Monster

```
class Player{
    -name: string
    -hp: int
    -lvl: int
    -reputation: int
    +jump()
    +enterDoor()
    +moveRight()
    +moveLeft()
    +attackBow()
    +attackClub()
}
```

```
class Monster{
    -name: string
    -hp: int
    -lvl: int
    +attack()
}
```

```
}
class NPC{
    +Talk()
    -passive: bool
}
```

```
class Environment{
    -
    +changeScene()
}
```

```
}  
class Sword{  
    -attackValue:int  
    +meleeAttack()  
    +equip()  
}  
class Bow{  
    -attackValue: int  
    +rangedAttack()  
    +equip()  
}
```

Division of Work:

- Michael: Art, Voice Acting, Coding
- Spencer: Story and Coding
- Kaeden: Music and Coding
- Pablo: Coding Lead

Effort Estimate: We are planning for the entire project to take the whole month of time. The story shouldn't take more than one day to complete because we are only demonstrating the first of the 12 labors. The music will take a maximum of a week working on it on the side. The art/animation will take a couple weeks to complete especially if we fully design custom dialogue boxes and cutscenes. Coding will take close to the full amount of time because tying in the music, art, animations, etc. will all require a lot of programming.

Description: A Side Scroller RPG where Herakles takes on the first of his 12 labors.

Why: We all decided that creating a game could be fun for the project, it can also be expanded upon after the semester ends as our own personal project

Usefulness: Games have been around for an extremely long time and can help people destress and relax. Today's world is full of stress and anxiety and we are trying to remove even just a little bit of that.