Java Game Documentation

1)

Keys:

A – Move left

D – Move right

SPACE – Jump

S – Quick fall

ESC – Menu

Left Mouse Click – Shoot

Goal:

Go through the levels by going through the doors and save Baby Yoda at the end

2)

Extra feature:

Shooting - 2 Separate types of shooting mechanisms, one for the playable character and one for the enemy archers. Additionally, the projectiles respond differently when interacting with different objects in different situations, i.e. when the projectile collides with the shield of a shielded enemy it is reflected in the opposite direction.

3)

Save/Load:

My save/Load system preserves all aspects of the game such as, level number, player position, player health and ammo counter, enemy health states, and which collectables in the level have been collected (preventing infinite lives).

4)

Other features:

In addition to shooting my game contains 3 type’s of npc enemies all with unique features, movement and attacking methods: Walker type continuously walks back and forth across its walk distance, when it collides with the main character the main character takes damage; Archer type shoots arrows with 1 second intervals in the direction of the playable character when the playable character is on the same y level as it, finally there is the Shield type enemy which charges at high speed toward the playable character, when it either collides with the character or reaches the boundary of its charge zone it walks back slowly to its origin position enabling the player to kill it, the shielded enemy also has an attribute where if it is shot at in the direction it is facing the projectile is reflected back towards the direction it came from, without dealing damage to the enemy character. The Shield character particularly was coded very well for all its attributes as it needed multiple states to be activated or deactivated to cause its behaviour such as the cooldown state and the charging state.

Furthermore, I successfully completed the load and save states to contain all attributes in the game to me saved so that it is the same when it is loaded. I successfully achieved making the game retain the life count and ammo count of the main character when going between levels and I am proud of the fact that when a level is restarted with the menu button, the lives and ammo of the player are set to the same amount that they first entered that level with.

Finally, I believe my code itself is neat and well organised with variables being titled very relevantly to what they are and al sections of my code have been commented on by either inline comment or Java doc to explain what each section of code is doing.

5)

I have created Javadoc for all classes:

* Ammo.java
* Attack.java
* Avatar.java
* BonusLife.java
* Damage.java
* Doorway.java
* Enemy.java
* FlipCharacter.java
* Game.java
* GameLevel.java
* GameLoader.java
* GameSaver.java
* Level1.java
* Level2.java
* Level3.java
* Level4.java
* Menu.java
* MenuButton.java
* MovementController.java
* MyView.java
* Projectile.java
* Shoot.java