# ECS414U/A Miniproject form

Queen Mary University of London

2021/22

|  |  |
| --- | --- |
| Name | Janoth Ketheeswaran |
| Student ID | 210193499 |
| Submitted file name | 210193499OOPMiniproject |
| Level of this program (1, 2, 3, Extra) | Extra |

|  |
| --- |
| Brief description of the program. Write the chosen theme and a high-level overview of the features (two or three sentences should suffice). |
| The program is an adventure game. Players must level up and get stronger via defeating enemies for xp/gold and buying potions from the shop to increase stats. The main aim of the game is to defeat a boss, and players are able to save/load their game. |

|  |  |
| --- | --- |
| List all your source code files, and briefly describe their roles. Add as many rows as necessary. Mark the main file used for compilation in bold. | |
| File name | Description |
| AttackGUI.java | The GUI for when the user is fighting an enemy/the boss. |
| Enemy.java | Class for an enemy (so that the program can generate enemies/bosses for the player to fight). |
| Entity.java  gameOverPopUp.java  inventoryPopUp.java  **Main.java**  MainGameGUI.java  Player.java  playSound.java  ShopGUI.java  TitleScreenGUI.java  victoryPopUp.java  WindowCloser.java | Abstract class that enemy and player inherit from. Contains attributes and methods that player and enemy share.  Pop up dialogue that appears when the user loses a fight.  Pop up that appears when user opens their inventory in a fight. Allows them to select and use an item from their inventory.  **Main file used for compilation. PLEASE READ ADDITIONAL COMMENTS BELOW ON HOW TO COMPILE AND EXECUTE THE PROJECT.**  GUI for the main screen of the game, where the user can either choose to fight, visit the shop or exit/save the game.  Class for a player (has different stats for different aspects of the game).  Class that allows sound to be played in the game (whenever a button is pressed).  GUI for the shop of the game (players have 5 potions to choose from, and can see what they have in their inventory/how much gold they have left).  GUI for title screen of game where users can either start a new game, load a game from a previous save or exit.  Pop up dialogue that appears when the user wins a fight.  Class that allows windows to be closed with the X button in the corner. |  |

|  |
| --- |
| Class diagram, in the format specified in the instructions. |
| Timeline  Description automatically generated |

|  |
| --- |
| Usage instructions. Describe briefly what features are available to the user and how to use them. If File I/O is used, list and describe the files involved. |
| Game opens up from the title screen. User can either start new game, load game (from save data in AdventureManiaSaveData.txt) or exit. Once new game has either been started or loaded, players can either exit/save the game (into the same file that the game was loaded from), visit the shop where they can buy items or attack a normal enemy or a boss. When attacking, players can either attack (deals normal attack damage or critical attack damage if they’re lucky), run (exit the fight), open their inventory to use any items they may have, or block (block an enemy attack but sustain chip damage most of the time). Once the player defeats the boss, a congratulations pop up appears and they are then allowed to either save and exit the game or keep playing. |

|  |
| --- |
| Other comments. |
| Every time a button is pressed, a sound will play (mixkit-retro-game-notification-212.wav).  **INSTRUCTIONS ON HOW TO COMPILE AND EXECUTE PROJECT:**  **In terminal navigate to the company folder inside of com folder inside of src folder inside of project folder and COMPILE by typing in “javac \*.java”. Then, to execute, navigate to the src folder inside of project folder and EXECUTE by typing in “java com.company.Main”. This should hopefully open the project.** |