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417 Expectation Failed
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Intro to Programming Java
Ed Taylor

Pre-Production Release, 5/17/21
Version 0.0.8

Dependency on the Resources Folder

# ReadMe

**Program Purpose:**
Bob's Kitchen is a game where players try to guess what Bob's secret recipes are by seeing an image of his dishes then recreating them.

**How to Play:**
Select a level then choose the dish you are trying to make. Then select your ingredients to make the dish. After picking your ingredients, you can make sure you selected the right ingredients before submitting for grading. Once the dish is graded, you'll get a score on how accurate it is compared to the secret recipe.

**Version History:**
**v0.0.1** - GUI was introduced for the Sandwich Level. The home page acts as a directory for levels.
**v0.0.3** - User selected deactivate when the page is reloaded. The Sandwich Condiments window is completed and multi-line JLabels are now implemented.
**v0.0.4** - Sandwich Scorer is introduced. Inputs are not functional.
**v0.0.5** -  Sandwich level is now functional. Scorer inputs are implemented.
**v0.0.6 -** GUI for the Sandwich level is finalized, Images are pending. Drop down menus are functional with updating images. Scorer is connected to GUI inputs.
**v0.0.7** - Home window is completely reformatted, Scorer is expanded to all levels. CardLayout is experimented further for the single frame program.

**V0.0.8** - Pizza Level is completed and connected to the scorer. Sandwich Level is completely implemented. Easter eggs have been planted. The Visual score window is now active. Scorer includes pizza grader for level 2. All images are now cropped properly for formatting.

**Target User Profile:**
This game is intended for high school students who are interested in cooking and food.

**Feature List:**
- A clean and easy to use home page with a help window.
- Confirmations before playing each level/dish
- Clearly labeled options for user choices and inputs
- User options are simple and easy to select
- Submit page provides a summary of the user selected options
- Grader can grade a grilled cheese sandwich

**Class List**: Main, Home, ConfirmSandwichPlay, ConfirmBurgerPlay, ConfirmPancakePlay, ConfirmRamenPlay, ConfirmWellingtonPlay, ConfirmExit, Help, SandwichStart, SandwichVeggies, SandwichMeat, Sandwich condiments, SandwichFinish

**Team Responsibility:**
Kevin Choi - Made all the images needed to run the program. Made a label for each image (if needed) and found images appropriate for the program to run smoothly. Research color and themes for the program. Designed and implemented the game engine.

Kamran Hussain - Implemented throughout the program, specifically the graphics in the sandwich level. Took the sketches from Will and put them into coded classes primarily graphics. Began work on developing the game engine with Kevin and Will, starting to implement the sandwich scoring system when the user inputs are sent to the scorer. Working on adapting code to one frame with refreshing panels.

William Le: Listed Fields, Methods, and Constructors in each class via comments. Drew out by hand and made a UML Diagram for the program including arrows that show hierarchy and class paths. I came up with the idea of a cooking game including the game engine (how the game works), the various dishes that we will soon have, and I drew out some sketches on what the game should look like. Helped with the game engine. Currently, working on the scoring engine of the game, I have not figured out how to put the scoring system in the gui, but when I do I'll put the two classes in the pre production release.

**Known Bugs/Workarounds:**
-Cake and Pho levels are not functional yet
-Single Frame implementation is not completed yet
-Redoing a level in a single run adds the previous score to the new score

**Key Learnings:**
-Learned how to implement graphics spanning multiple types of input fields across multiple fields.
-Learned how to use Github for fast file transfers and collaboration
-Learned how to create images based off written request

**Credit List:**
Image sources, game engine (Kevin), GUI, Algorithm (Kamran) UML Diagram, game engine(Will)

Referenced the uml diagram from the final project, and applied what we learned about class hierarchies and "depends on" relationships between the class to draw out the class paths.

Oracle Java Documentation API

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