

B-Side Dungeon

KernelPointers

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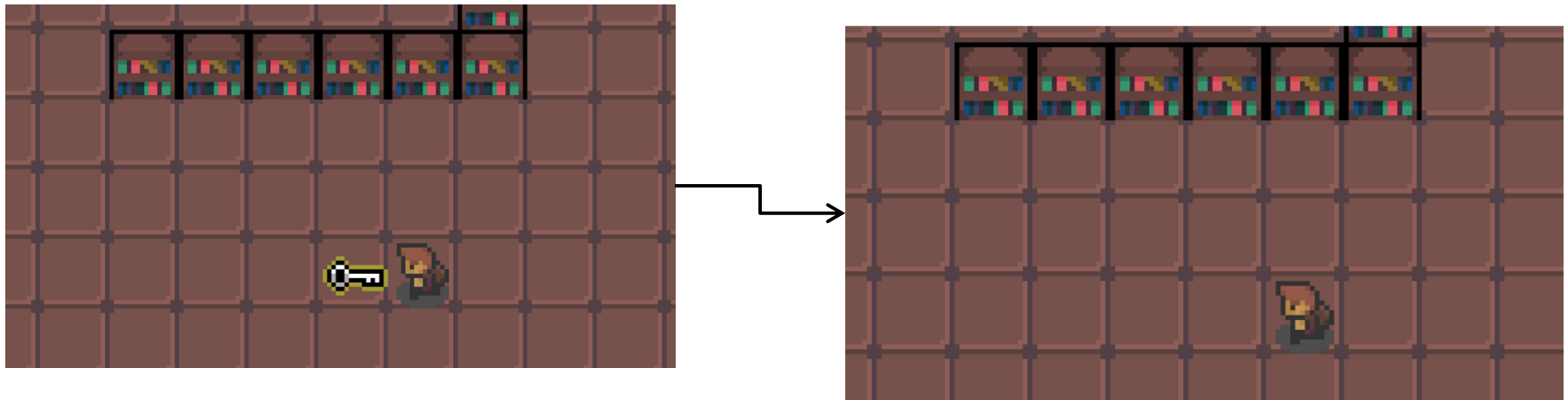
•B-Side Dungeon é um jogo linear onde o jogador deve resolver puzzles para prosseguir entre salas;

•O protagonista tem a habilidade de “inverter o mundo”, permitindo que explore e atinja regiões antes inacessíveis;

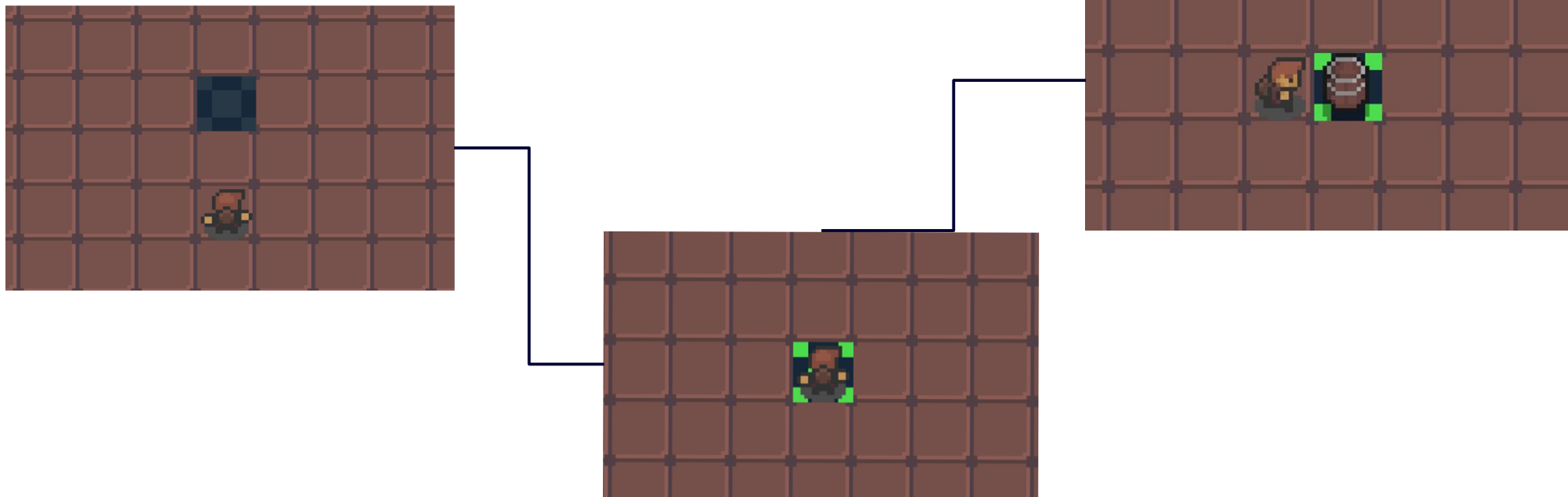
•Mover Objetos



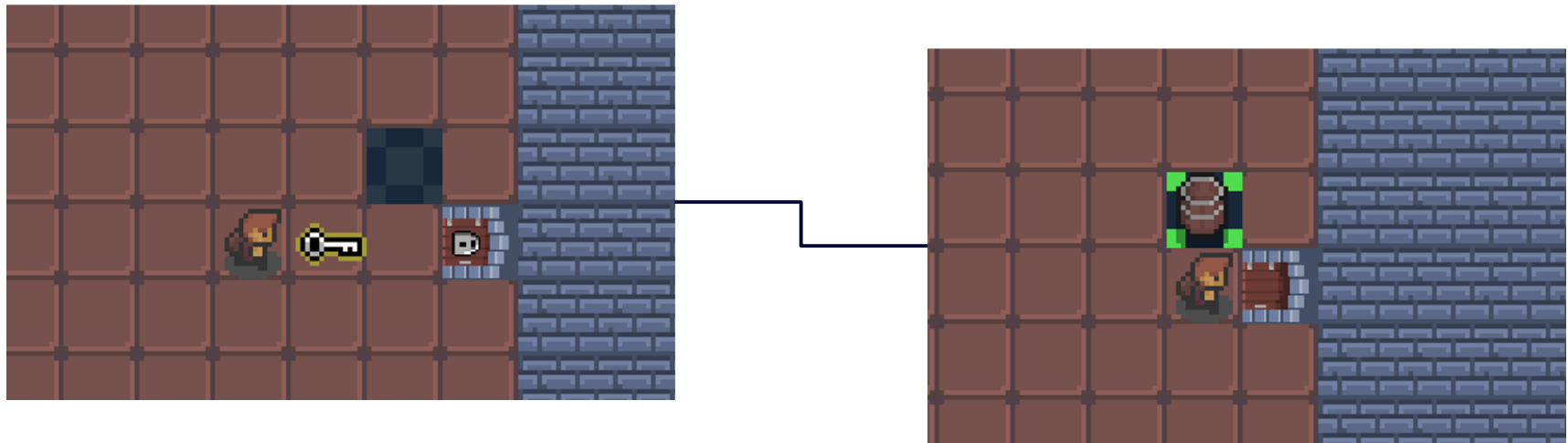
•Coletar Objetos



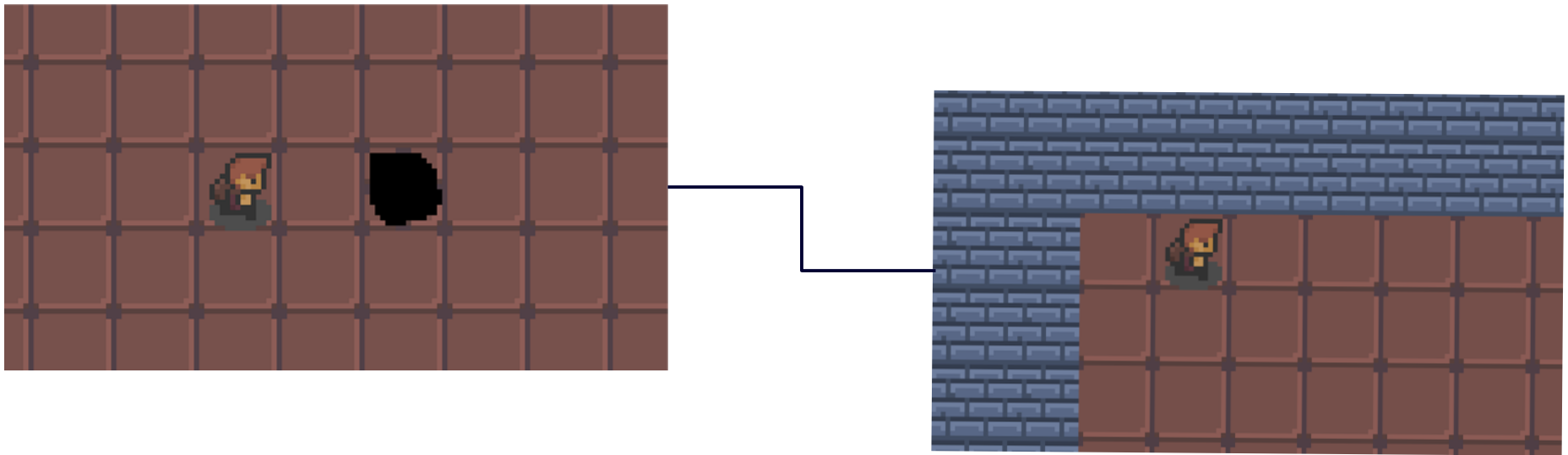
•Precionar Botões



•Abrir portas

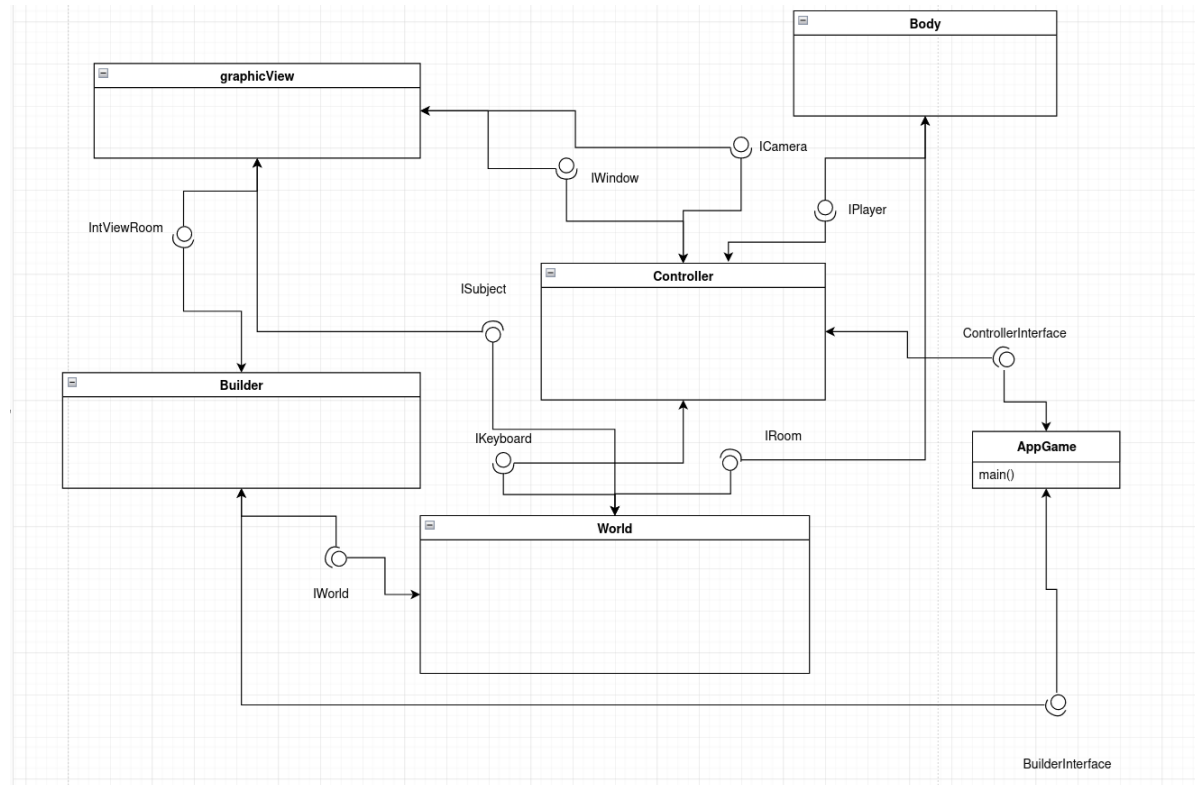


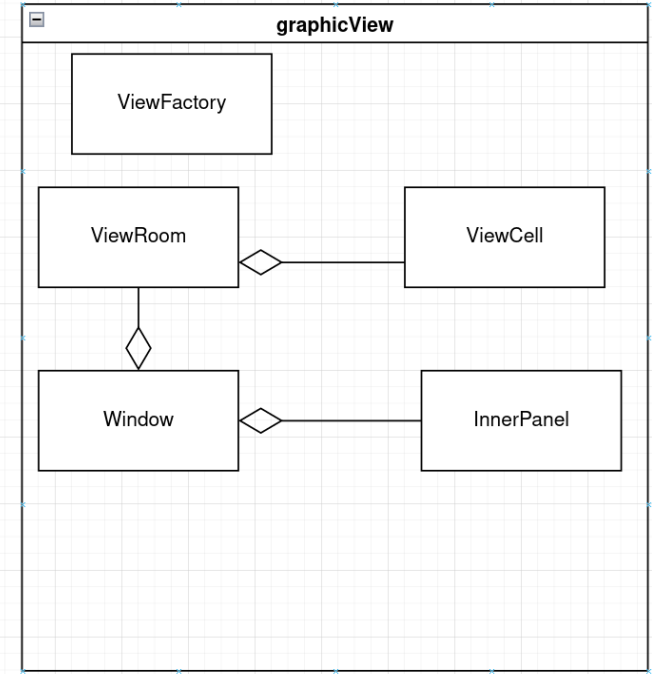
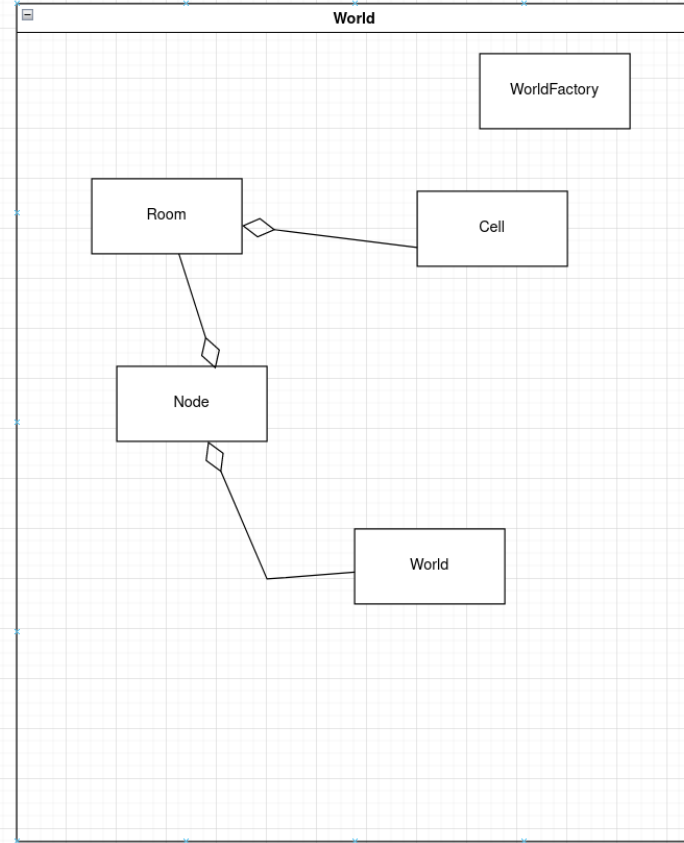
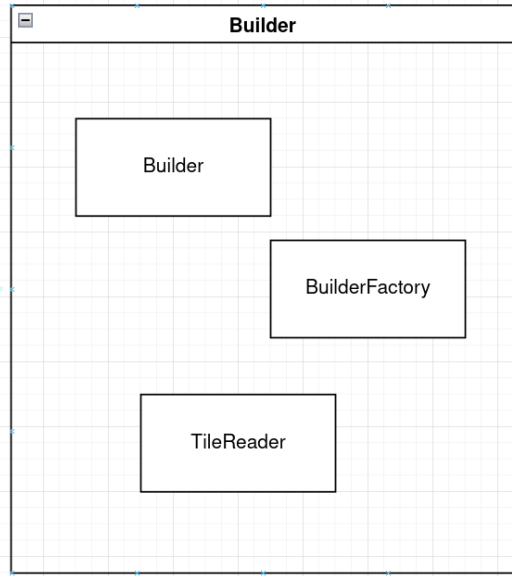
•Morrer



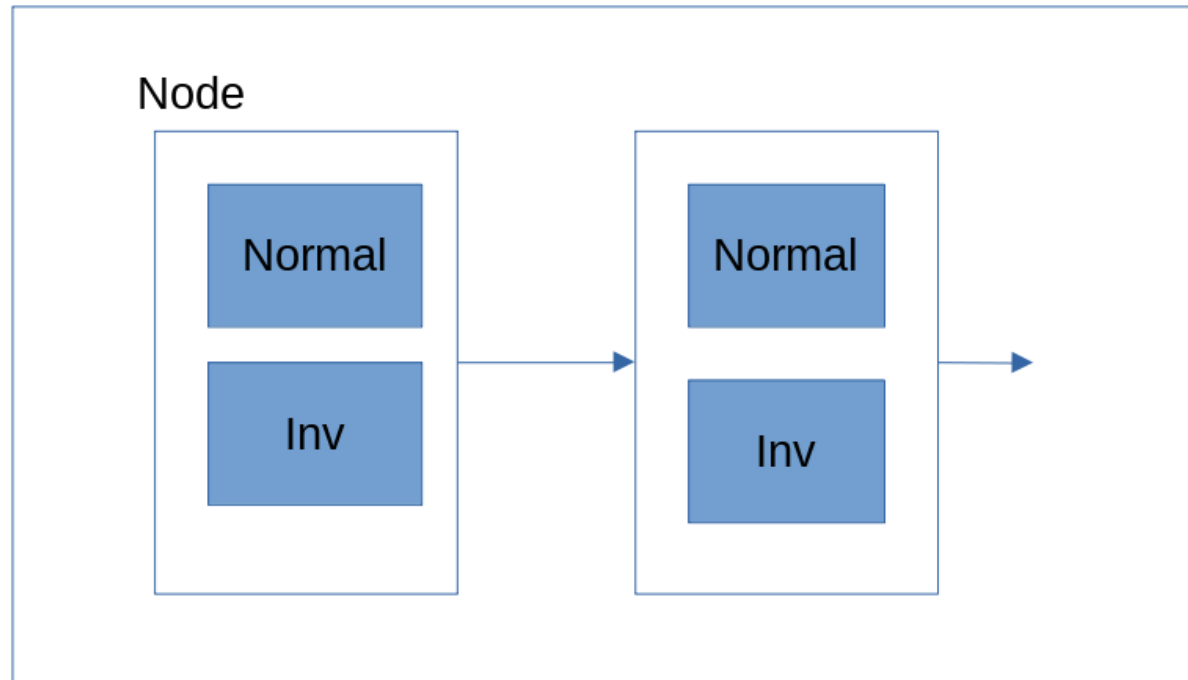
•“Inverter” Mundos

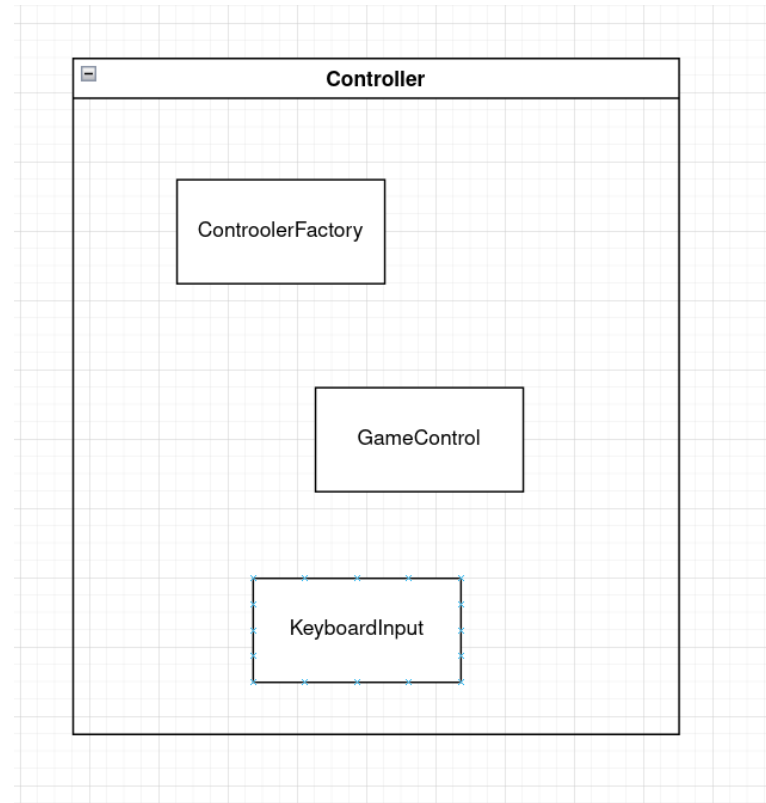
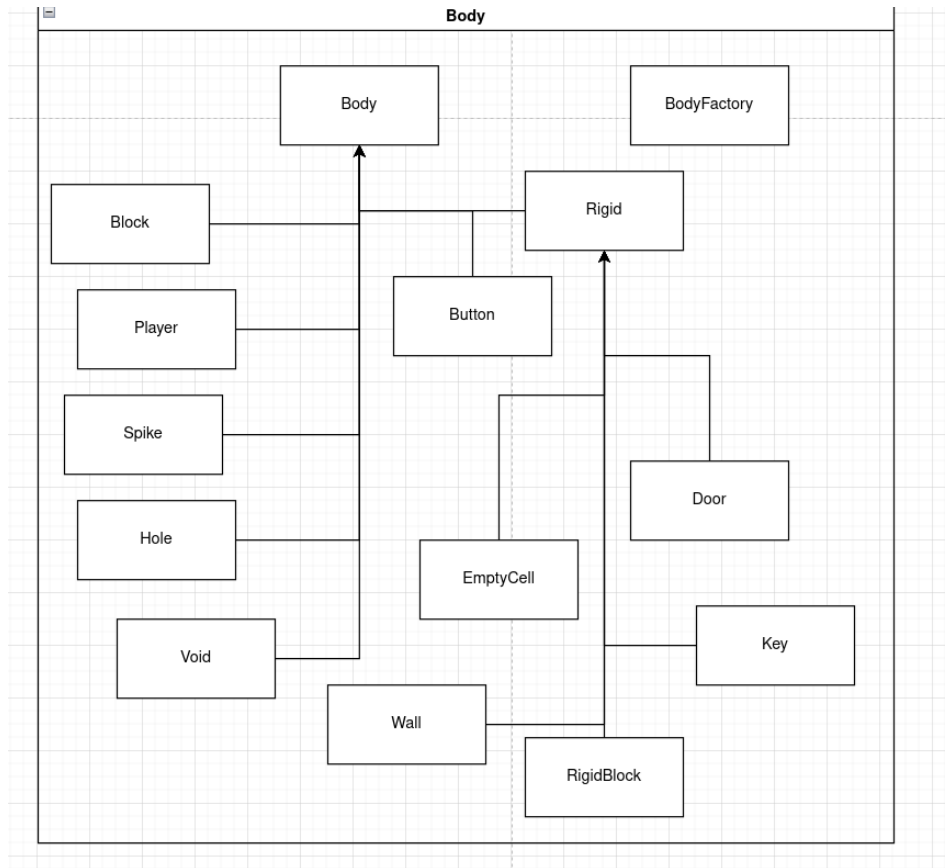






World





Designs Pattern adotados:

-Factory

```
me > AbstractFactory.java > {} game
/
8 public class AbstractFactory {
9     public static IntBuilderFactory createBuilderFactory(){
10         IntBuilderFactory factory = null;
11         factory = new BuilderFactory();
12         return factory;
13     }
14
15     public static IntWorldFactory createWorldFactory(){
16         IntWorldFactory factory = null;
17         factory = new WorldFactory();
18         return factory;
19     }
20
21     public static IntBodyFactory createBodyFactory(){
22         IntBodyFactory factory = null;
23         factory = new BodyFactory();
24         return factory;
25     }
26
27     public static IntControllerFactory createControllerFactory(){
28         IntControllerFactory factory = null;
29         factory = new ControllerFactory();
30         return factory;
31     }
32
33     public static IgraphicViewFactory createViewFactory(){
34         IgraphicViewFactory factory = null;
35         factory = new ViewFactory();
36         return factory;
37     }
38 }
39
40
```

-Observer

```
public class Room implements IRoom, Subject{
```

```
    private ArrayList<IntViewRoom> subscribers = new ArrayList<IntViewRoom>();
```

```
    public void notifyObserver(int i, int j, BufferedImage img, char id){  
        for (IntViewRoom obs : this.subscribers)  
            obs.update(i, j, img, id);  
    }
```