

Project 2B SWEN20003

PRODIPTA GUHA
ID: 793023

For the project I used Eleanor McMurtry's implementation as mentioned in the UML of project 2A, hence attribution to her content.

KEY PRESSES to play the game:

KEY_UP -> Player goes up
KEY_DOWN -> Player goes down
KEY_LEFT -> Player goes left
KEY_RIGHT -> Player goes right
KEY_ESCAPE -> Escape this level
KEY_R -> Reload this level
KEY_N -> Next Level
KEY_P -> Previous Level

Reflection

For me it was a pretty challenging project since I haven't done an object oriented project before. Even though I understand the concept and the knowledge behind object oriented programming, it took me days to actually get the hang of it (and after that sleepless nights and foodless days :P).

Project 1 was pretty easy to implement, for project 2 the sheer number of implementations, (and the number of tries it took to get eclipse to properly work) was overwhelming. I would not go much into the design of the project since that is better understood from the UML diagram provided within the zipped folder (2 of them: A simple one and another one with dependencies).

Since it was difficult for me to understand the links between object, I went out of my way to draw sequence diagrams and it helped me understand quite a bit. It was easier to follow the sequence at first to get the hang of the logic behind the project.

Overall the project was really fun and kind of exciting too (although couldn't finish the algorithm for the mage and the undo method :(). Thanks to Matt, Eleanor and

Abigail for making the transition into Object Oriented Programming much easier.

**N.B. I used IntelliJ instead Eclipse (why?!), cause no matter how much I try Eclipse can not seem to add the libraries on my computer. It doesn't show the referenced library folder at all. I tried my best to zip it into folder with libraries and resources in it. If it does not work please don't hurt my assignment, cause I am pretty sure the source files will work (in the folder: src). (*FINGERS
CROSSED*)**