Cmpt 276 Group Project Overall Plan

In the game design level, we are going to use different kind of class to implement the game. The class we are going to uses are GameManager, Score, Map, Player, RegularRewards, Enemies, Trap, Barrier, Input and output.

For the input class, is basically read the gamer input and return to the GameManager to implement the move action.

For the output class, is use to show the game information on the screen to the gamer like the Map of the game, the position of player, enemy, trap and the player score.

For the Score class, it’s use for store the player score.

For the GameManager, it is the main class of the game. It implement what the object are going to create during the game like when player get caught, it will run playerCaught function.

For the Map, it is also the map class of the game. It store the position of different characters and objects of the game, like the position of the player and enemies, rewards and barrier. When the player want to move to the new position. The Map class will check whether the position is barrier or rewards to decide whether the player can move to the new position and the punishment/rewards the player got.

All the following class is subclass of the map.

1. Player:

It store the main character location and control it movement.

1. RegularReward：

It store where the reward position and the rewardScore. When gamer got the reward, it will run the getRewardScore().

1. Enemies:

It store where the enemies. It have the move and trackthePlayer function to ensure that the enemies is keep tracking the player and have the shortest distance with the player.

1. Trap:

It store where the trap location and the damage of that trap to the player. When the player go to the trap location. It will run randomDamage as the score deduct is random.

1. Barriers

It store where the barrier location and to check whether the enemies and player can move to that location.