

3st assignments

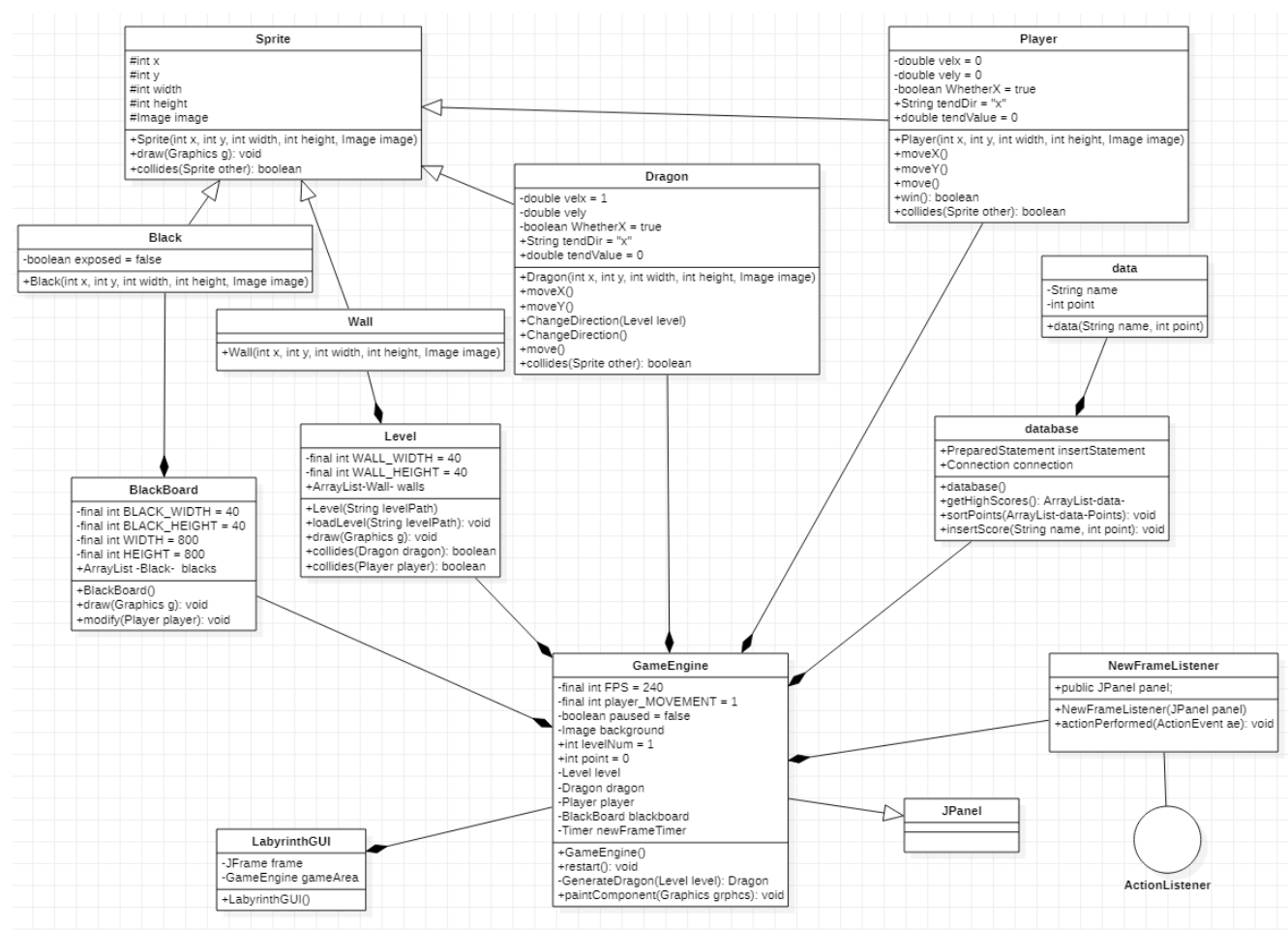
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Task 3

Description of the assignment:

This is a game where a player-operated character escapes the dragon. The difficulty of the task is to determine when the player should stop and the dragon should randomly change direction. We cannot use the intersection of objects only to determine whether the player and the dragon have touched a wall or boundary, because if so, then every moment after touching it will be "touched". Regarding darkness, we can create a board that covers all game areas, so we only need to keep the units intersecting with the player from being drawn in real time.

Class diagram:



Testing:

The test shows what can happen to the program.

Test1: Test whether you can only see 3 adjacent units.

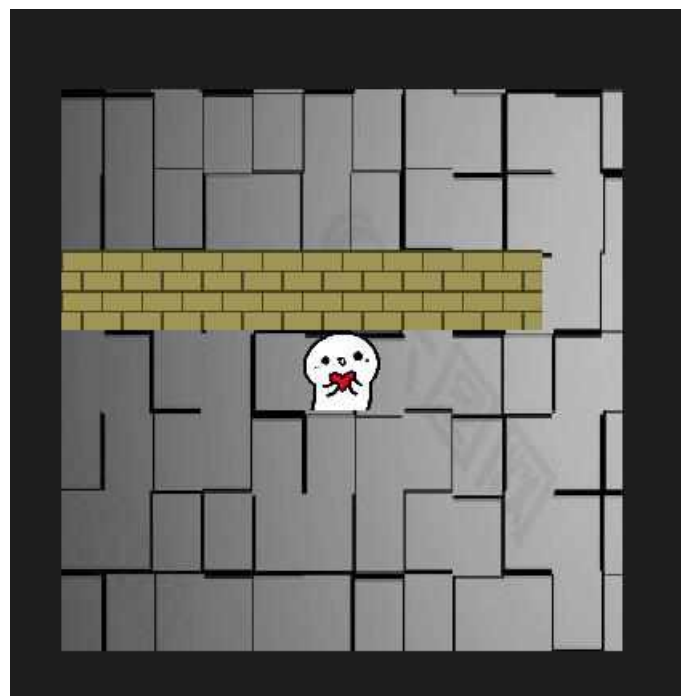
Input: Game running.

Expected:

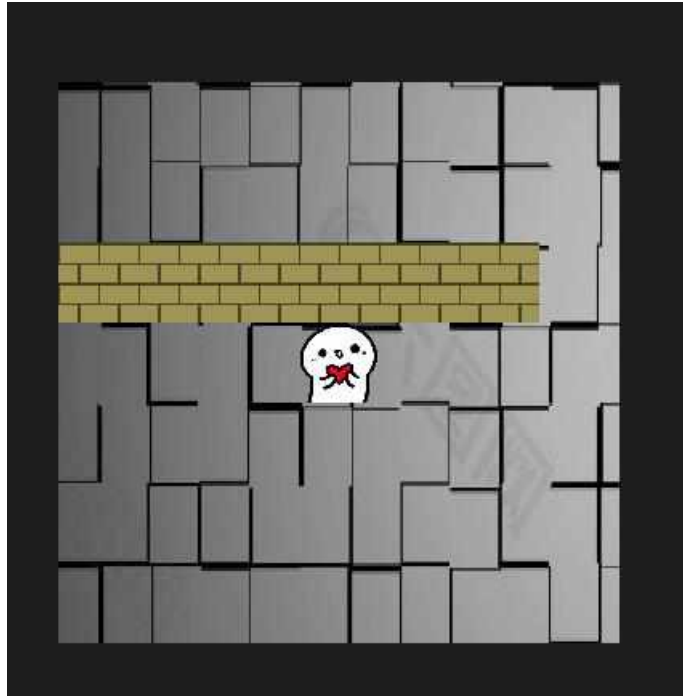


Test2: Test whether the player will stop when touching the wall.

Input:

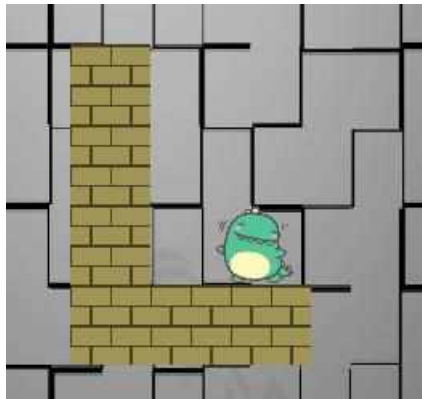


Expected:

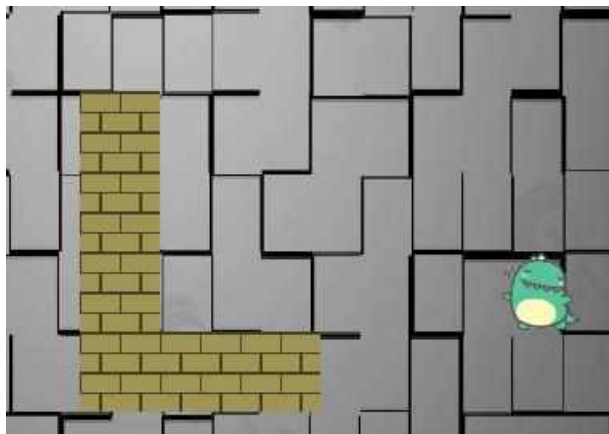


Test3: Test whether the dragon will automatically turn when it touches the wall.

Input:

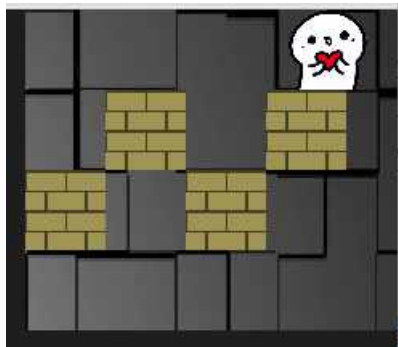


Expected:

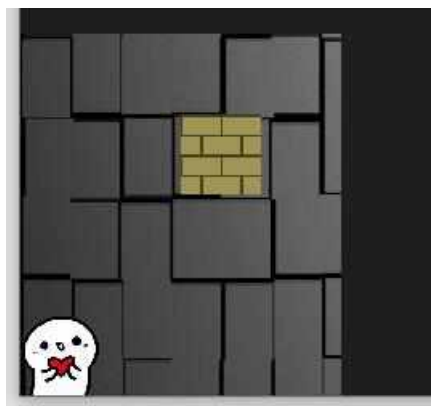


Test4: Test players can win and enter the next level.

Input:

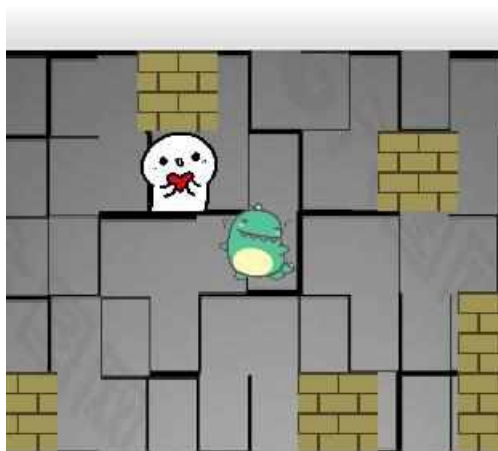


Expected:

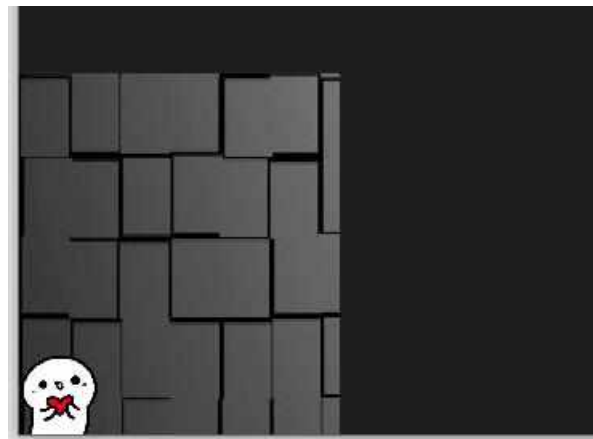


Test5: Test players can lose

Input:

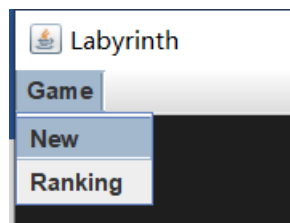


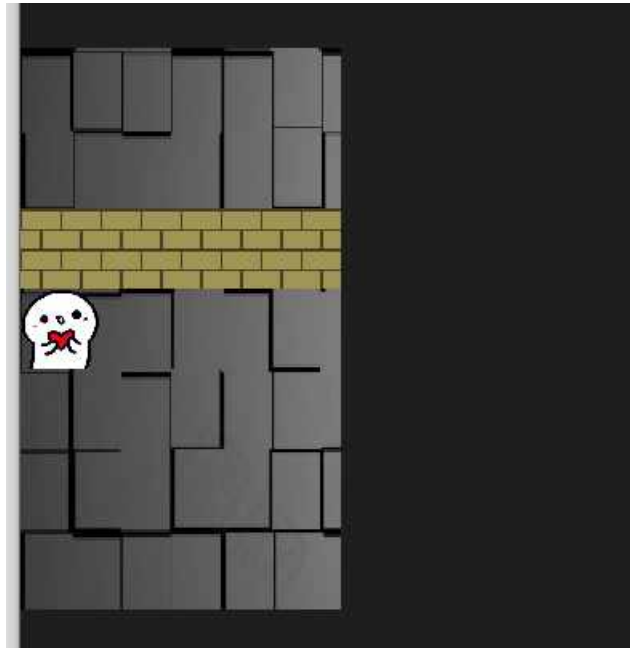
Expected:



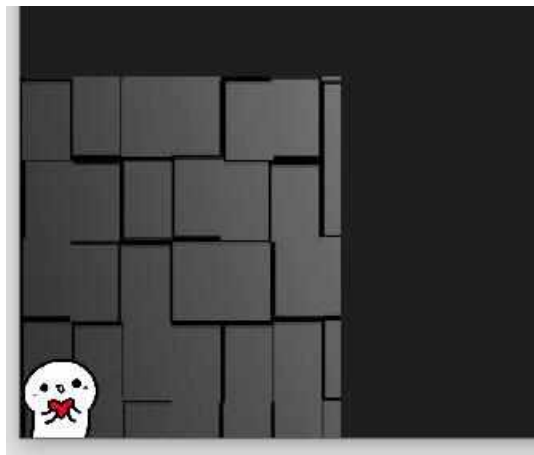
Test6: Test whether the “New” button works.

Input:



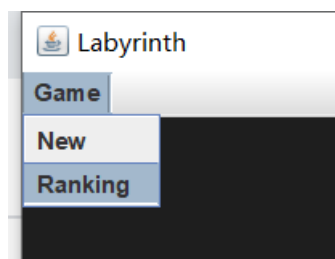


Expected:



Test7: Test if the "Ranking: button can work normally.

Input:



Expected:

