Final Project

Documentation

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# GameName

## Introduction

RPG Chess is a game.

## Rules

Win the opponent.

## Example

## Main Menu Scene

## Game Screen Scene

## Class Diagram

# 1. Package application

## 1.1 class Main extends Application

## 1.2 class MainController implements Initializable

# 2. Package base

## 2.1 interface Attackable

## 2.2 abstract class BasePotion

## 2.3 abstract class BaseUnit

## 2.4 interface Buffable

## 2.5 interface Debuffable

# 3. Package constant

## 3.1 class BoardConstant

## 3.2 class PotionConstant

## 3.3 class TimeConstant

## 3.4 class UnitConstant

# 4. Package gui

## 4.1 class ActionPane extends HBox

## 4.2 class BoardPane extends GridPane

## 4.3 class BoardSquare extends VBox

## 4.4 class GameInit

## 4.5 class PlayerInfoPane extends VBox

## 4.6 class StatsPane extends HBox

## 4.7 class StatusPane extends VBox

## 4.8 class TimerPane extends BorderPane

# 5. Package logic

## 5.1 enum CurrentPlayerState

## 5.2 class GameLogic

## 5.3 enum SquareOwnerState

## 5.4 enum SquarePreviewState

# 6. Package potion

## 6.1 class BuffPotion extends BasePotion

## 6.2 class HealingPotion extends BasePotion

## 6.3 class ToxicPotion extends BasePotion

# 7. Package unit

## 7.1 class FlyingUnit extends BaseUnit implements Attackable

## 7.2 class FreezerUnit extends BaseUnit implements Debuffable

## 7.3 class HealerUnit extends BaseUnit implements Buffable

## 7.4 class NormalUnit extends BaseUnit implements Attackable

## 7.5 class ShooterUnit extends BaseUnit implements Attackable

## 7.6 class VenomUnit extends BaseUnit implements Debuffable

# 8. Package util

## 8.1 class AudioUtil

## 8.2 class StringUtil

## 8.3 class Timer