

Game project structure

- **Documentation**

All documents related to the WIKI

- **javadoc**

Generated API documentation in HTML format from Java source code

- **Lib**

- Jar files for connection pool:

- commons-dbcp2-260.jar
 - commons-logging-1.2.jar
 - Commons-pool2-2.6.1.jar

- sql-connector-java-8.0.13.jar

- **res**

Contains music and sound files

- **src**

All source codes for the Game:

- **GUI**: All fxml.files and controller classes related to the Graphical User Interface.
 - **GameLogic**: Logic about how the game works ?
 - **audio**: Java classes for managing the music and audio.
 - **chat**: Contains the classes chat and chat-message which enables the player to communicate with the other players.
 - **database**:
 - Datasource: using the Apache Commons library to create a connection pool.
 - Database: A class to manage connection between the source codes and the database.
 - MangeConnection: Manages the connections to the database.
 - **game**:
 - Creature: A superclass for the characters and monsters in the game.
 - Character: Class for the characters who are chosen by the players.
 - Monster: Class for monsters in the game.
 - Dice: The class using to roll the dice.

- Game: The class that contains the game logic.
 - Level: Contains information about the current level the game is at.
 - PlayerAction: Keeps track of the actions and the status for the player.
 - Weapon: Class for the weapons, used by creatures.
- **main**: Main class running the game.
- **sqlSetup**: SQL script for the tables in the database.
- **user**:
 - User: Class that contains and manages information about the user.
 - Password: Class to encrypt and check the passwords.
- **test/game**: Test the classes using JUnit
 - CreatureTest
 - DiceTest
 - GameTest
 - MonsterTest