Mason Sanders – Game Engine Documentation

To Run:

Use Java 17, I’ve found that, at least in java 17, you don’t have to compile each file separately as long as you don’t have any of the .class files already. So just run ‘javac Engine.java’ and then ‘java Engine’.

Dependencies:

All imported libraries:

java.awt.\*;  
 javax.swing.\*;  
 java.awt.geom.\*;  
 java.awt.event.\*;  
 java.lang.Math;  
 java.awt.image.BufferedImage;  
 java.io.File;  
 java.io.IOException;  
 javax.imageio.ImageIO;

Engine.java depends on Scene.java

Scene.java depends on Sprite.java, Platform.java, and Player.java.

Player.java and Platform.java depend on Sprite, as they inherit from it.

Sprite.java depends on Scene.java, and so does Player.java and Platform.java.

This is a circular dependency, but Java 17 had no trouble with it if I just compiled Engine.java

Scene.java is also dependent on GreenBiker.png, Ground.png, and BasicPlatform.png

Github repo: <https://github.iu.edu/masosand/GameEngine>