Here’s a quick rundown of what each file does in the program. Main.java holds the story content and basically runs the program, Map.java holds the map array to track where the player has been and has displaying methods to show the maps content and to show a mini map. PlayerAction.java displays menus and does all the calculations to pass them to PlayerCharacter.java. PlayerCharacter.java is where the Player’s variables are stored, it also has some get and set methods like the player’s HP and has a method to check if the player is dead. fight.java is used when players encounter an enemy, it directs who’s move it is and who goes first in the battle. Enemies.java contains the database of enemies, spawning enemies, and attacking and retrieving damage from the player.

In the Main file, I did a while loop to check if the player is still alive after every battle and move. I also used the path variable to keep the player’s progress of the story, and to see where the player is at. I implemented press\_enter\_to\_continue as a method because I was going to use it multiple times in the code, create some suspense in the story, and I did not want to overwhelm the player with words. I placed the map on its own file to keep the map’s methods clear from PlayerActions and the other files.

For the functions that have number selection menus, I used the do while loops do reduce the unneeded extra input that would have been required if I used a while loop. I also used while loops in the files battle.java to keep the battle going until someone gets defeated, and in main.java to have the functions constantly check if the player has gotten to the next path yet, or until they are defeated. I would say that enforcing the grid rules was the most difficult part of this project. However, enforcing the rules was essential for showing the mini-map and storing the map’s array. After enforcing grid rules, the project was easy from there.