# ECS414U/A Miniproject form

Queen Mary University of London

2021/22

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| Name | Mujahidul Islam |
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| Submitted file name | project.zip |
| Level of this program (1, 2, 3, Extra) | 3 |

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| Brief description of the program. Write the chosen theme and a high-level overview of the features (two or three sentences should suffice). |
| The program is an adventure game with 3 main locations: mines, woods and beach. It uses a GUI, allowing the user to progress through the game by clicking on the buttons. |

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| List all your source code files, and briefly describe their roles. Add as many rows as necessary. Mark the main file used for compilation in bold. | |
| File name | Description |
| **Game.java** | Runs the game. |
| GameUI.java | Creates the user interface. |
| OptionsManager.java | Controls what happens once a button is clicked. |
| Player.java | Player-related code, e.g. health, player items, etc. |
| ScreenTransitions.java | Controls which screen is visible by showing/hiding panels. |
| Story.java | Abstract class which contains methods which are common to all 3 locations (mines, woods and beach). |
| Story1Mines.java | Contains story for the first location (mines). |
| Story2Woods.java | Contains story for the second location (woods). |
| Story3Beach.java | Contains story for the third location (beach). |
| Fish.java | Getters and setters for fish-related fields, e.g. quantity. |
| Anchovy.java | Sets name and cost of anchovy |
| RedSnapper.java | Sets name and cost of red snapper |
| Monster.java | Getters and setters for monster-related fields, e.g. max hit. |
| GiantSlime.java | Contains monster dialogue and sets name, health, etc of monster. |
| GiantSpider.java | Contains monster dialogue and sets name, health, etc of monster. |
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| Skeleton.java | Contains monster dialogue and sets name, health, etc of monster. |
| Slime.java | Contains monster dialogue and sets name, health, etc of monster. |
| PlayerItem.java | Getters and setters for all player items. |
| FishingRod.java  HealthPotion.java  InfinityBlade.java  Key.java  WarriorsShield.java  Wood.java | Sets item name.  Sets item name.  Sets item name.  Sets item name.  Sets item name.  Sets item name. |

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| Class diagram, in the format specified in the instructions. |
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| Usage instructions. Describe briefly what features are available to the user and how to use them. If File I/O is used, list and describe the files involved. |
| javac \*.java  java Game |

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| Other comments. |
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