



Dungeon Manager Escapes

Group 22



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Intro > Overview > Enemies > Items > Refactoring

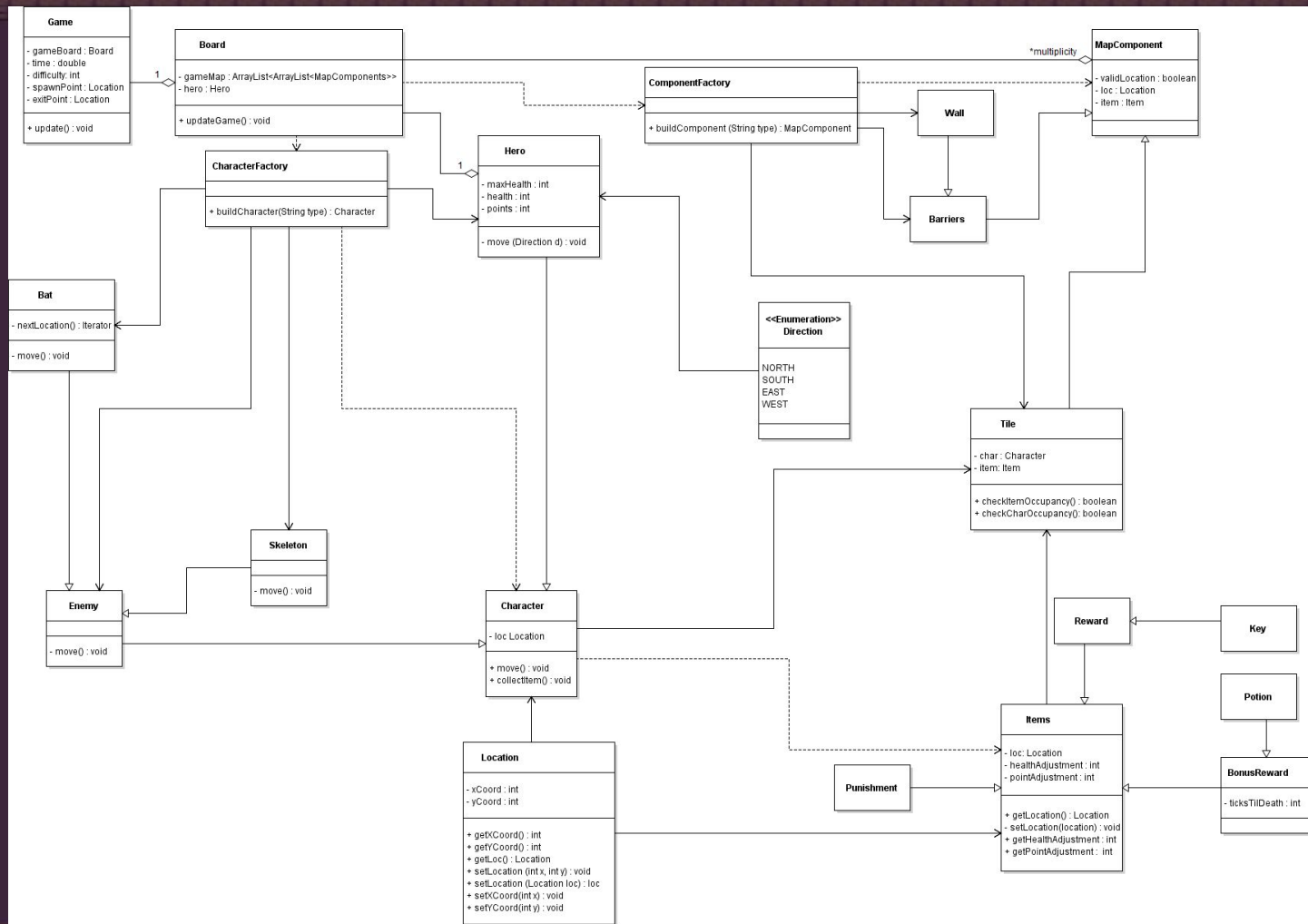
Objective

Escape! (before your health runs out)

Important game mechanics:

- Health **depletes** over time
- Enemies kill **instantly**
- Difficulty adds variation to how you play the game
- **3** levels





Enemies



Intro > Overview > **Enemies** > Items > Refactoring



Slime

- Follows the player
- Instantly ends game





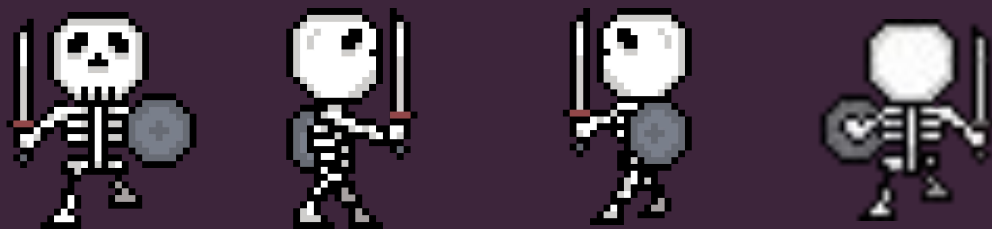
Bat

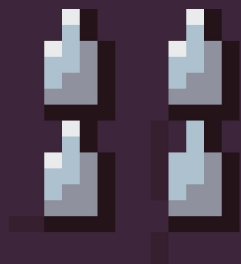
- Moves in a **random** pattern
- Instantly ends game



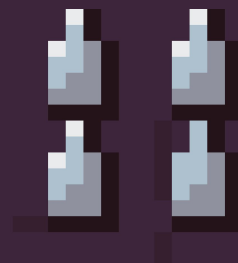
Skeleton

- Moves in a **patrolling** pattern
- Instantly ends game

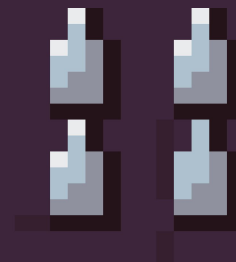
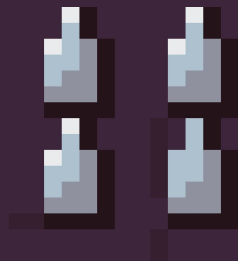




Spikes



- Stationery
- Deducts player health and points
- Does **NOT** end the game



Items



Key

- +25 points
- Need to collect all keys in order to use door



Potion

- +50 points, +50 health
- Spawn randomly and despawn after fixed time



Door

- +50 points
- Proceed to next level

Refactoring

- Encapsulation (a lot of it)
- Create new methods for specific tasks
 - > prevent redundant code & spaghetti code
- Creation of `GameSettings` class
- Successfully decreased coupling and increased cohesion, specifically within the `GamePanel` class

Testing

- Encapsulation did not help our tests ://
- Coverage Limited (50%-70%)



Team Management

Team Management > Challenges > What We Learned > Video > Outro

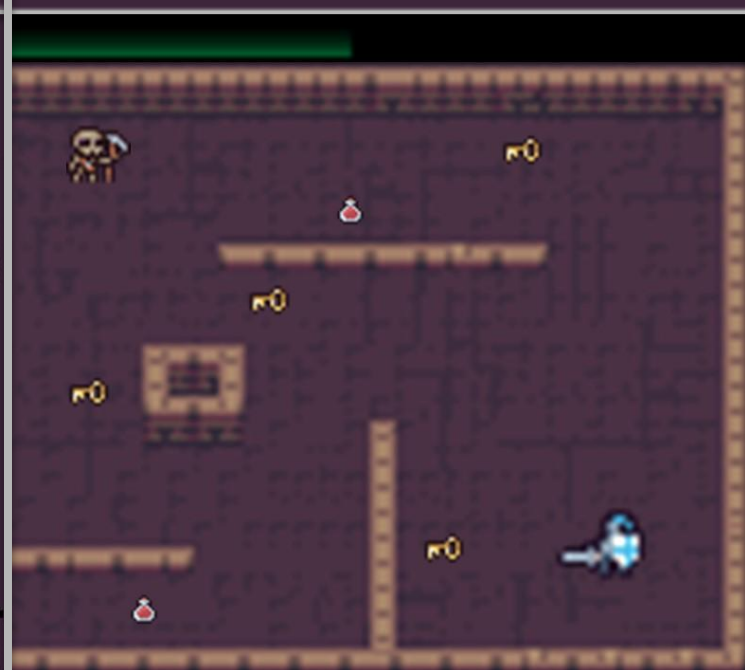
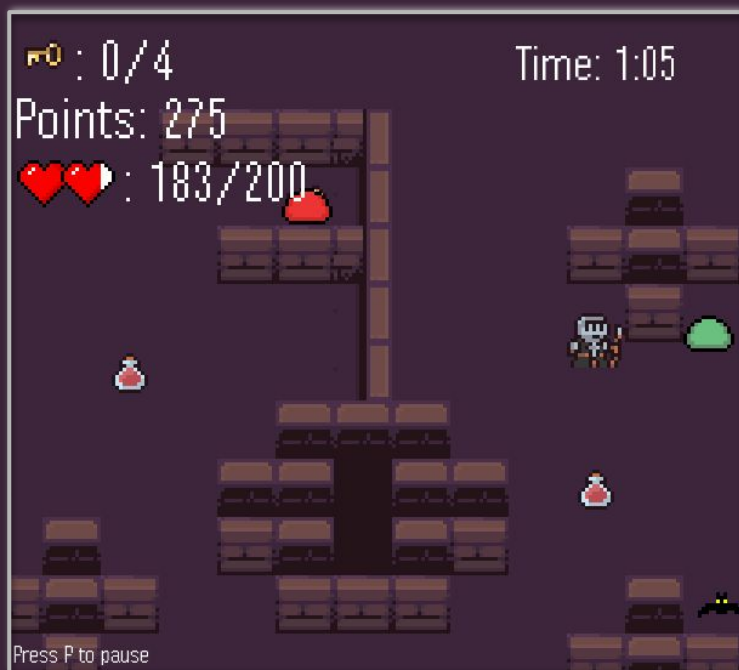
Challenges

- Implementing Potions
- Collision detection
- Conflicting Schedules
- Managing Workload

What we learned

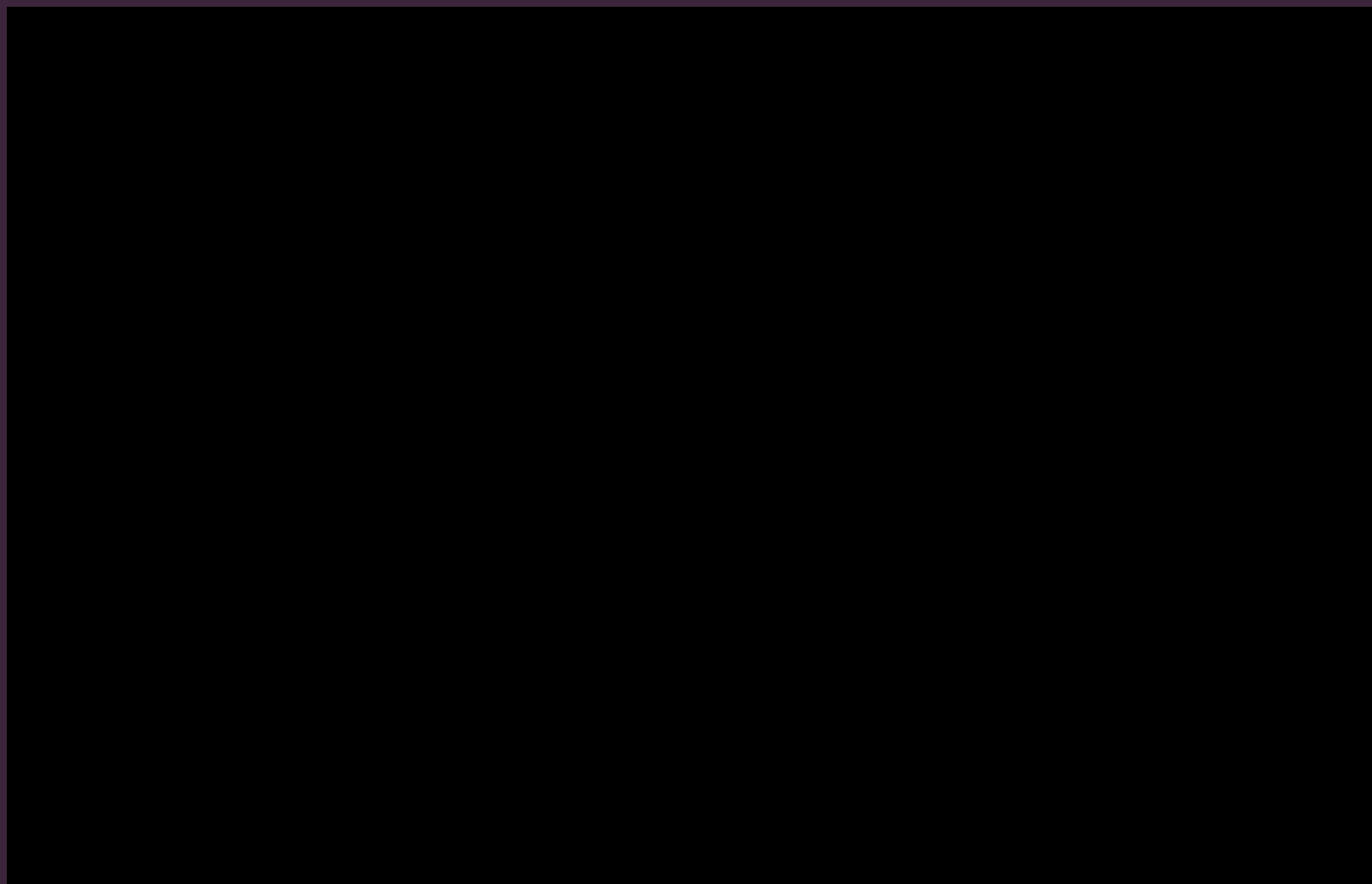
- Git
- Java
- Team management





Video

Team Management > Challenges > What We Learned > **Video** > Outro





THANKS

Group 22



Team Management > Challenges > What We Learned > Video > **Outro**