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CMPS 115

RPG Game

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One of the important parts of this RPG game is to ensure character movement. Because our system is based on point and click, various components need to be utilized to ensure that the character reaches from one point to another. This includes, mouse position detecting, path-finding, and rotating/moving the character to correlate with the user’s demands.

The classes most involved with character movement include:

CharacterMovement.cs

PathFinder.cs

Raycast.cs

Tiles.cs

The tests used to test these classes are:

TestRaycast.cs – test if mouse returns the selected character/tile, and that it can look for tile under selected character

TestPathFinder.cs – test if tiles will return correct BFS

TestCharacterMovement.cs – test if direction and tiles to move are correct