



Creature Brawl

Object Oriented Programming
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Objective

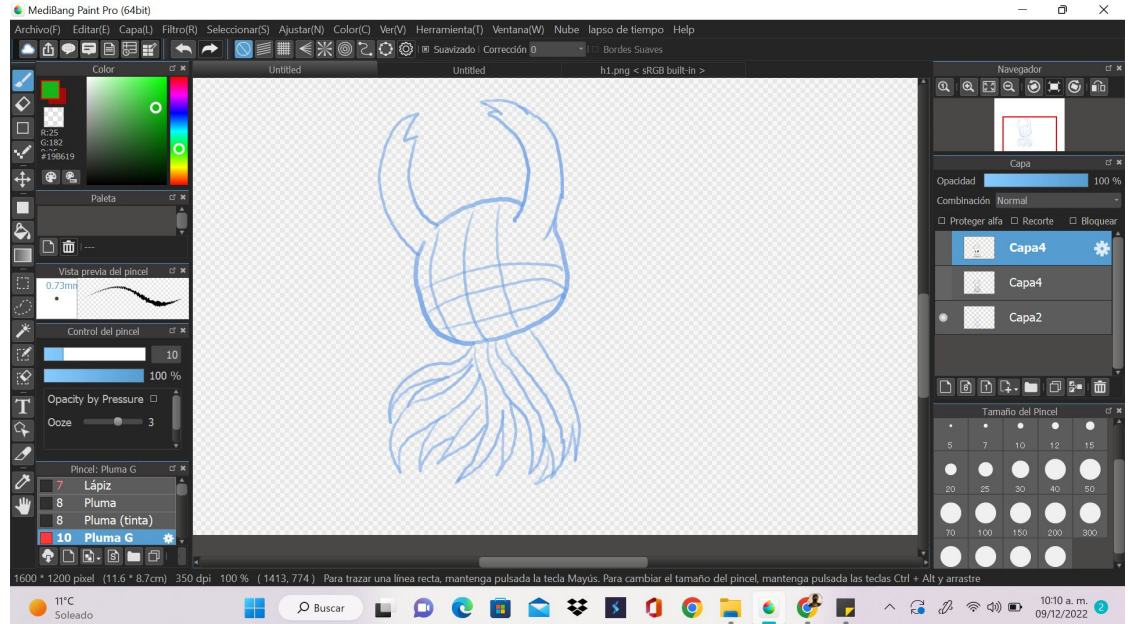
The creation of a video game based upon the building city game named “Dragon City”, the project goes by the name “Creature Brawl” and the main goal is that the game wouldn't have the same time problem that the game Dragon city has.



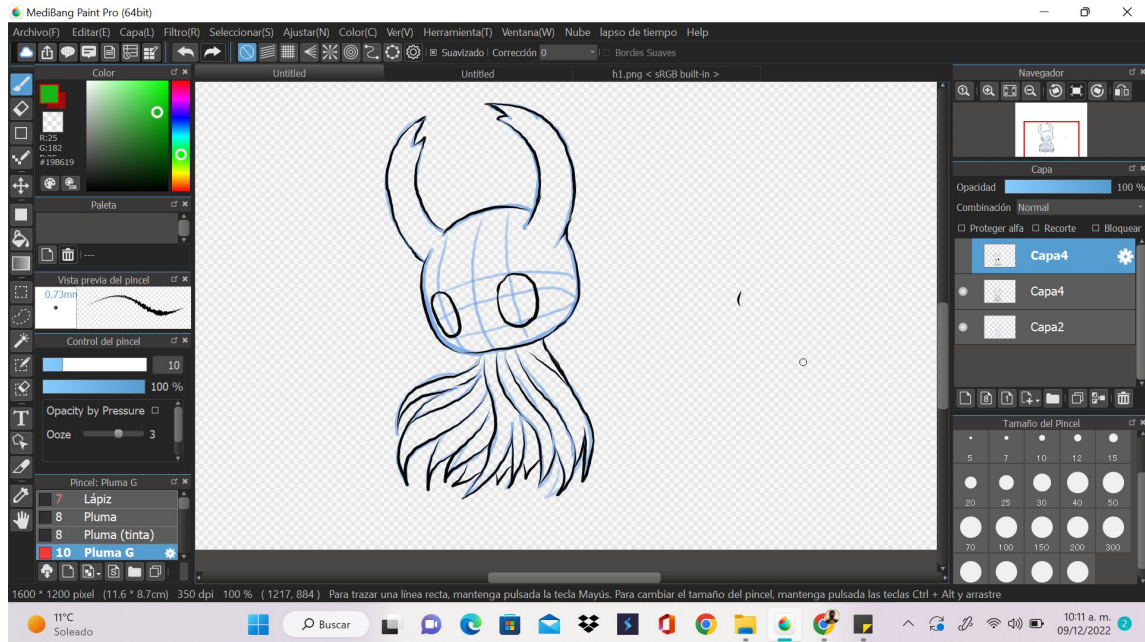
Characters

In this case, in order to create the characters, it was necessary to use the drawing application known as “Kitra”, since it allows greater capability when working on character design.

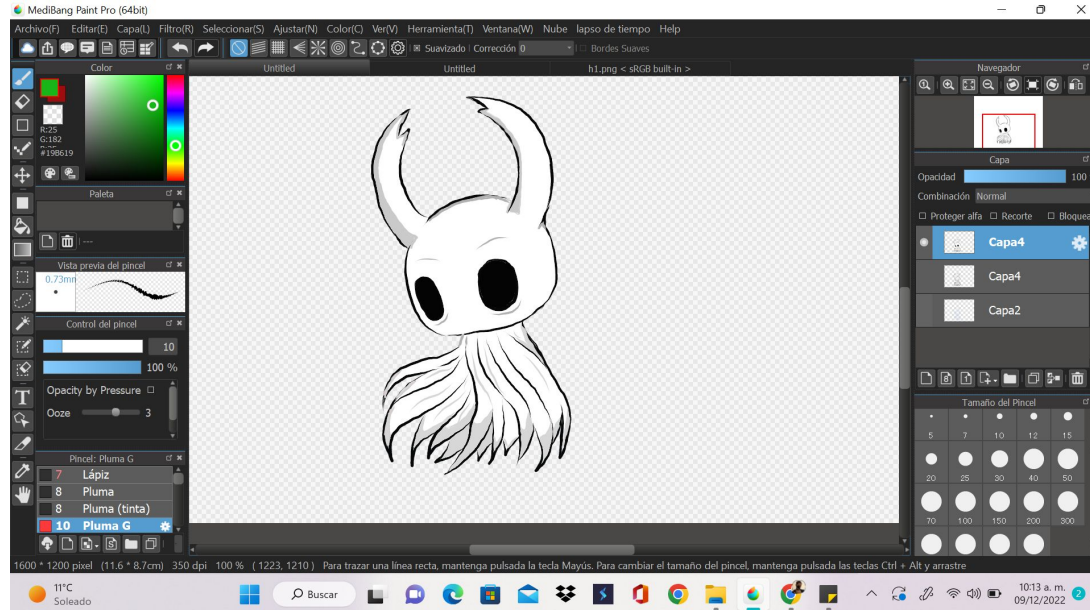
► The first step, a sketch is created to be the base of our character.



► Once the sketch was created, it was time to draw and detail.

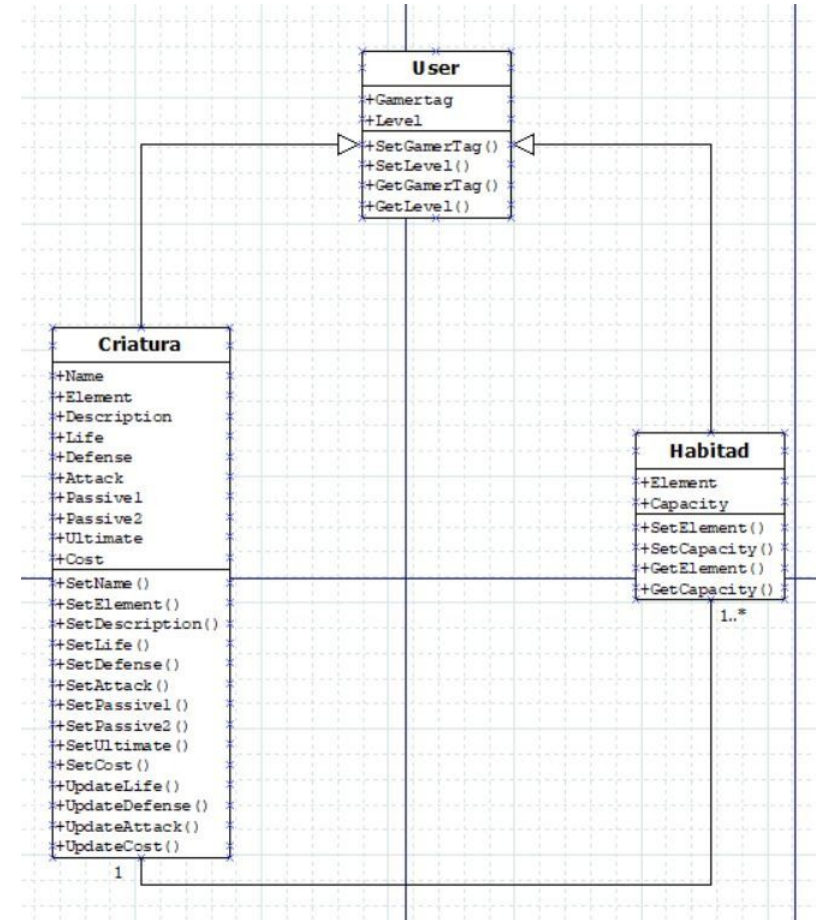


► Then it is colored, the details are added and the effects are included, to achieve a better design.



Class diagram

- Consists of 3 classes: User, creature and habitat.
- Each class has attributes and methods.
- The “User” class is focused in personal identification (GamerTag) and the level of the player.
- The “Habitat” is focused on the type of elements and creatures that can hold.
- The “Criatura” is focused on the specifications of the creature and their levels.



Methodology used

Rapid Application Development (RAD)

Due to the fact that this was planned as a short time, small project, we made the necessary amends and we started development.

