**CP Election Documentation**

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**2110215 Programming Methodology**

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**CP Election Documentation**

**Introduction**

CP Election is a single player survival game. The goal is to fight against enemies and finally beat the boss of the game. In addition to normal attack, the player can use various types of helpful(?) items dropped from enemies to make the game easier.

**Implementation**

**1. Package main**

1.1. Class Main

1.1.1. Fields

|  |  |
| --- | --- |
| - Stage stage | Store the start stage. |
| - StartScene startScene | Store the start scene. |
| - Scene instructions | Store the instruction scene. |
| - Scene gameScene | Store the game scene. |

1.1.2. Methods

|  |  |
| --- | --- |
| + void main(String[] args) | Launch the game. |
| + void start(Stage stage) | The main entry point of JavaFX application. |
| + void setCenter() | Set the stage at the center of screen. |
| Getters & Setters of all fields |  |

**2. Package constants**

2.1. Enum CCType (NONE, STUN, SLOW, SILENCE)

This enum contains all crowd control (CC) status types.

2.2. Class Images

This class contains all images.

2.2.1. Fields

|  |  |
| --- | --- |
| - Stage stage | Store the start stage. |
| - StartScene startScene | Store the start scene. |
| - Scene instructions | Store the instruction scene. |
| - Scene gameScene | Store the game scene. |

2.3. Class Sounds

This class contains all sounds.

2.2.1. Fields

|  |  |
| --- | --- |
| - Stage stage | Store the start stage. |
| - StartScene startScene | Store the start scene. |
| - Scene instructions | Store the instruction scene. |
| - Scene gameScene | Store the game scene. |

**3. Package controller**

3.1. Class Main

3.1.1. Fields

|  |  |
| --- | --- |
| - Stage stage | Store the start stage. |
| - StartScene startScene | Store the start scene. |
| - Scene instructions | Store the instruction scene. |
| - Scene gameScene | Store the game scene. |

**4. Package exception**

This package contains all exceptions.

5.1. CannotAttackException

This exception is thrown when Character cannot attack.

5.2. CannotMoveException

This exception is thrown when Character cannot move.

5.3. CannotUseItenException

This exception is thrown when Character cannot use item.

5.4. InventoryFullException

This exception is thrown when Player’s inventory is full.

5.5. InventoryEmptyIndexException

This exception is thrown when Player tries to use item that player does not have.

5.6. ItemTypeNoExistException

This exception is thrown when Player tries to use item that type does not exist in the game.