

Phase 2 Halfway Deadline Report

Overall Approach:

Our approach to developing the game began with creating a simple player and game panel with basic movement on the screen. From this foundation, we expanded the design into a complete map, integrating reward icons, collision detection, and additional features to enrich the gameplay experience.

Modifications:

We decided to transition from a level-based structure to a single, continuous map, enhancing the game's flow and immersion. This shift allowed players to explore the environment more freely without interruptions, fostering a more seamless experience and enabling us to focus on a cohesive world with richer interactions, bonus rewards, and more challenges throughout the map.

Milestone 1 To Do (Oct 27th):

- First meeting with group (Oct 18th)
 - Decide on framework/GUI
- Learn GUI
- Second meeting with group (Oct 24th)
 - Look at phase 1 feedback
 - Finalize classes
 - Split up work
- Begin working on classes

Milestone 2 To Do (Nov 4th):

- Meeting with group (Oct 29th)
 - Update on progress
 - Express concerns
 - Communicate remaining tasks
- Work on code
- Meeting with group (Nov 1st)
 - Update on progress
 - Express concerns
 - Communicate remaining tasks
- Finalize code

External Library:

- Java Swing - Java Swing is used in the game to create the game window and manage its GUI elements. It's chosen for its ease of use, flexibility, and lightweight components, making it well-suited for developing a responsive and user-friendly interface.
- Java AWT - AWT is used for rendering the game's graphical components, including the player characters, and interactive elements such as the rewards and punishments. It provides basic building blocks for the game's graphical user interface (GUI).