

Lutemon project

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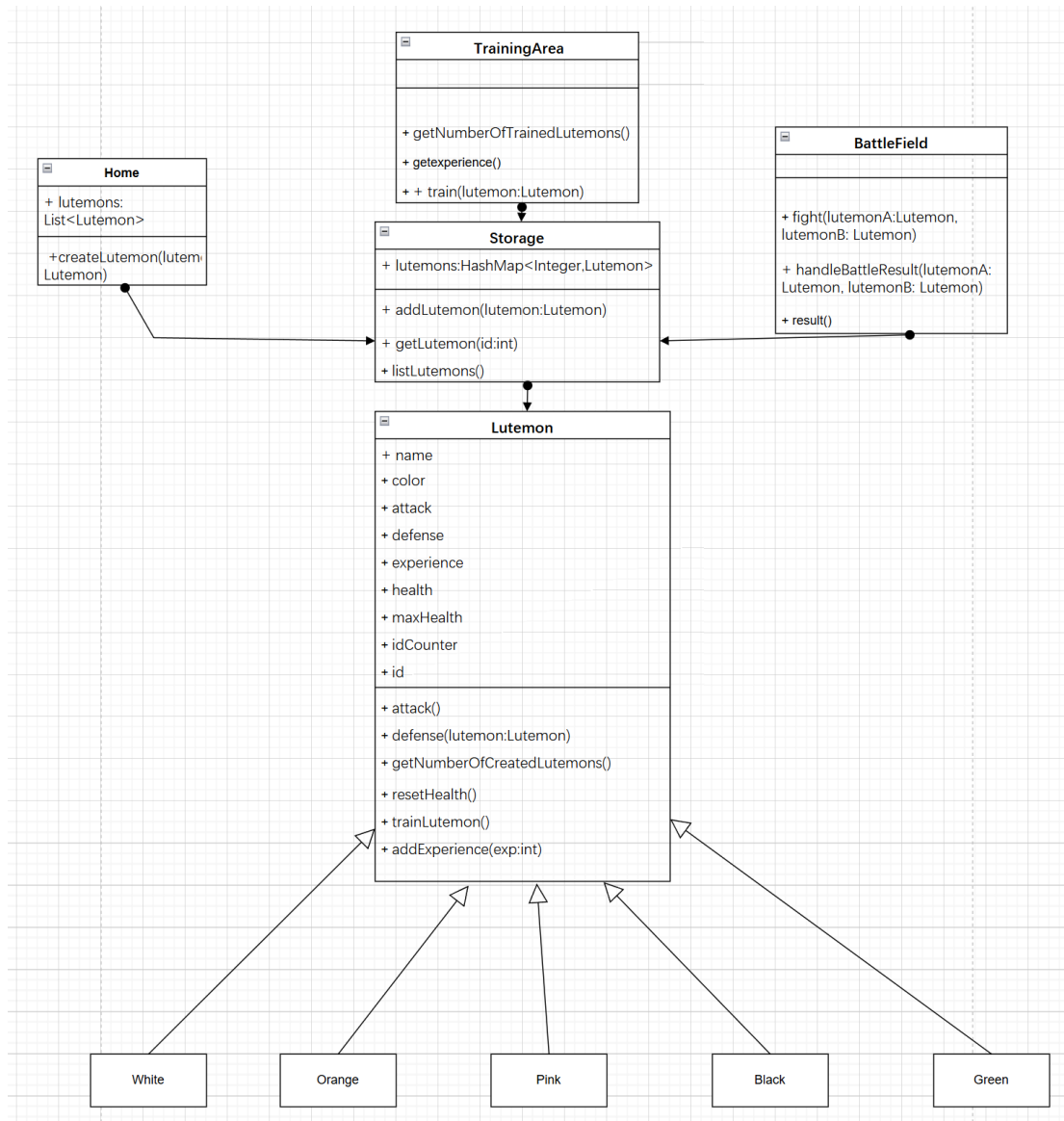
Member work assignment:

All work was done by Yuxiang Lu and Hanyuan Zhang together.

General project description:

This Android app allows users to manage and train virtual creatures called "Lutemons". It was developed in Android Studio using Java. The app provides interactive features that support the creation, training, and turn-based battles of Lutemon. Users can experience simple joy.

UML:



Basic functions implemented:

In this project, we implemented the following basic functions.

1. There is a home page, which has four areas: create lutemon, home, training and battle
2. Create lutemon: This function is used to create lutemon. Currently there are five colors of lutemon: white, green, black, pink and orange. Each lutemon has its own initial value. Users can select and name the lutemon here (there is no limit on the number of lutemons that can be collected repeatedly). After completing these operations, the lutemons collected will be sent to the home area.
3. In the home area, the Lutemon have been received and named, can train them or let them fight, or return to the home page. (After the battle, Lutemon will be sent here)
4. In the training area, the user can train all the lutemon in this area. Each time a training is performed, the experience value will increase by 1 point. The user can click the button below the lutemon to return them to the home area.
5. The user can send Lutemon into the battle area. The first lutemon sent to the battle area

will occupy the left position, and the other will be sent to the right area. The battle adopts a round-based system, and each round of battle will be recorded in the battle log below. The battle log can be dragged with the scroll wheel to see the battle record. After the battle, the battle log will show the winner, and the lutemon will be restored to full health. Click the end battle button, and the lutemon will be sent to the home area.

Additional features implemented:

1. RecyclerView Uses the RecyclerView component to list Lutemons and their details.
2. Lutemons Have Images Different Lutemons are visualized with unique images. Each lutemon has its own image, which comes from the pixiv website <https://www.pixiv.net/>
3. Randomness in Battles Add some randomness to battles
We have adopted the "Critical Hit" setting, each lutemon has a 20% chance of causing 200% of the original damage when attacking
4. Instead of dying, a defeated Lutemon returns to its initial state. Lost battles can also be tracked in statistics.
Each lutemon will restore all status and return to the home area after the battle.
5. Visualize game statistics in some way (e.g. using AnyChart-Android)