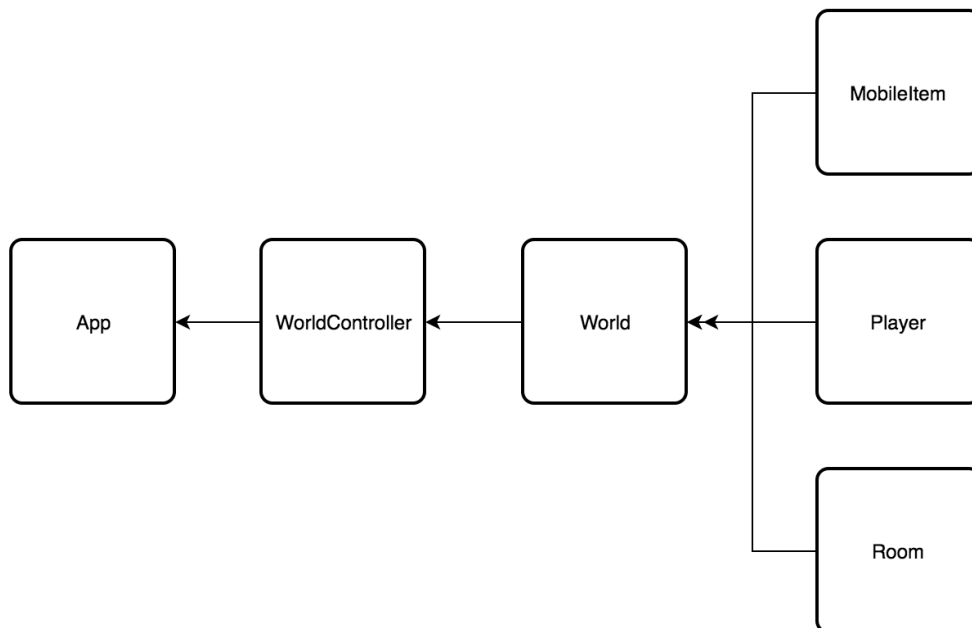


IPPO Assignment2 Final Design

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1. Class

- ✓ **MobileItem** provide function to connect the item name and the image name, and get the image name based on the item name;
- ✓ **Player** can (1) store/get the name of the current room/ current direction/ next room/ next direction; (2) set up the connection between directions; (3) It can also store/remove the item and check whether the player has the item;
- ✓ **Room** can (1) set/get the name of the next room(exit) and check whether current direction in the room has an exit to the next room; (2) set/get the name of the image file for each direction; (3) store/remove the item and check whether there is an item in current direction/room;
- ✓ **World** (1) set up the whole world and start position; (2) provide an arraylist of the names of all the possible items; (3) provide the name of the next direction's/room's image; (4) pick up an item; (5) put down an item;
- ✓ **WorldController** (1) initialize the GUI and the world; (2) move forward; (3) turn left; (4) turn right; (5) put an item; (6) pick up an item.
- ✓ **App** is responsible for connect the controller and the fxml file.

2. Changes

- ✓ A player class is added to store information of current room/direction and holed items. This class also hold two HashMaps that connects the directions in clockwise/anti-clockwies.
- ✓ Room and MobileItem are now two separate class instead of being subclasses of a superclass, because there is not that many common functions.
- ✓ The service class is deleted because this design only fetch image from the resources file.
- ✓ World class is added instead of building up the world in controller.
- ✓ All arrays in the previous design are changed into HashMap.