**AP Computer Science - RPG Inheritance Project**

**Co-Developer Form**



You are now going to contribute a new class to one of your classmate’s games. To do so, you need their code, inheritance chart, design documents, and API. **Hopefully, they will provide this to you within a reasonable timeframe.**

After you have written a new class for your classmate’s game,

* Give them the .java file
* Complete this form & put it in YOUR own folder on S:\Student Work\

**Co-Developer - My name is (person filling out this form): Luke Duniven**

**Original Developer – The original game (that I contributed towards) was coded by: Anushka K.**

**So that you could be successful in your contribution, were all necessary documents provided to you in a timely fashion (no later than the due date listed on the project timeline?)**

**Yes, I was provided with everything I needed.**

**How easy/difficult was it to understand the inheritance chart and design documents? Was it easy to understand what variables and methods were available to use to use in your class?**

**It was not difficult to understand the classes, and how they were structured. I was able to figure out how to add an NPC fairly quickly.**

**Was the original developer available & helpful to you during this process?**

**The developer was available and answered any questions I had about her game.**

**Were you able to add your class file and test it out inside the game? If not, why not?**

**Yes, I was able to.**

**Describe the class you created and how it fits into the game.**

**I created a healer class so that the player could regain health after a battle.**

**How would you rate your contribution to the game? Why?**

**8/10, as I added a class, and not something super advanced.**

**After you have completed this form, put it into YOUR folder on the S drive in the Student Work folder.**