



# GROUP PROJECT

## INTRO TO OOP



# TODAY'S AGENDA



1

Overview of the overall game

2

Architecture

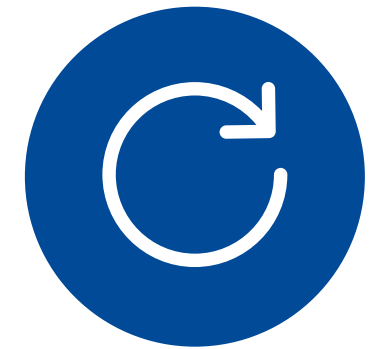
3

GUI Presentation

# ROLE PLAYING GAME



# Architecture of the game



1

**Ability**

2

**Game**

3

**GameMain**

4

**GamePiece**

# RolePlayingGame

**This** game has 5 choosable classes(caster, ranged, warrior, rogue, champion) and 15 different choosable characters, and just like the chess game the players take turns and play on their turns. The player chooses what characters(piece) they want to play with and plays against the opponent.



# Ability



This is a class for the ability of each character.

# Game



This class contains boolean fields for the game's start and end and arrays of positions and characters. This class also calculates and stores the result of each move. The methods of this class are: attacks of each character, moves of each character, the situation of the game at each moment, and the health of each character....

# GameMain



Contains the main method of the game.(The icon,title,...)



# GamePanel



This class is to manage the program. This is a graphic-based class that implements the Swing class. In this class, click listener and mouseListener are used to make the characters' moves correctly. Also, a method to check after each move if the game has ended or not.

# GamePiece



This class is for characters of the game that contains:  
name, physical position, the image of the character, type of  
move...

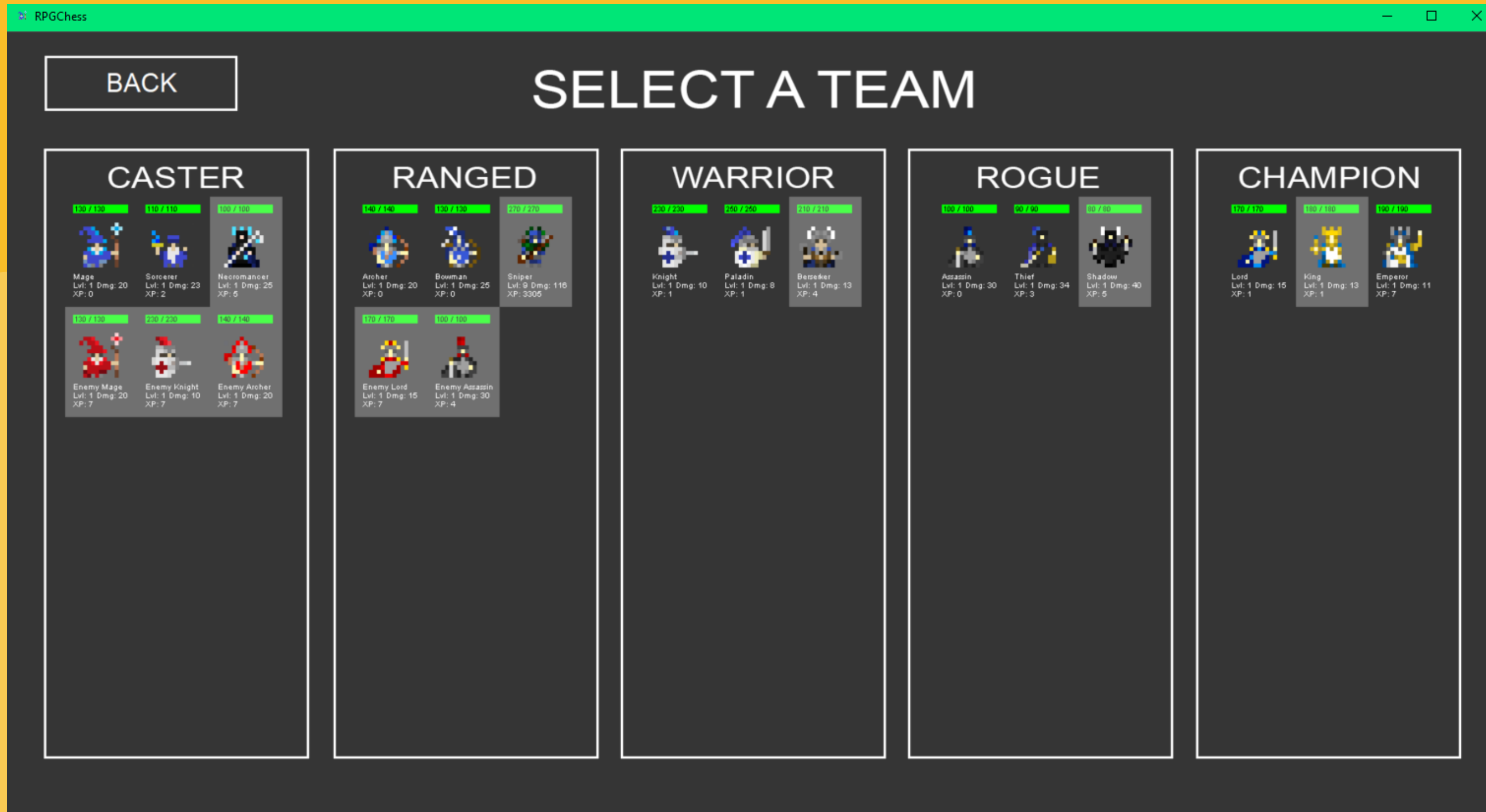
# GUI

**JFrame represents a framed window and a JPanel represents some area in which controls (e.g., buttons, checkboxes, and textfields) and visuals (e.g., figures, pictures, and even text) can appear. Windows can contain/display multiple panels, although in the simplest GUIs, we will associate just one panel with a window.**

# GUI




# Selecting Your Team



# Playing The Game


RPGChess

210 / 210




Lvl: 1 Dmg: 12

270 / 270




Lvl: 9 Dmg: 116

180 / 180



Lvl: 1 Dmg: 13

100 / 100



Lvl: 1 Dmg: 25

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15,11

Move History

Blue moved Shadow from: 9, 8 to: 9, 6

Blue moved Shadow from: 5, 5 to: 5, 8

Blue attacked Enemy Lord with Shadow for 40 damage



Shadow

Ability: Consume

Takes a bite

dealing 40 damage to

the target location

Pros: High Damage

Cons: Low Health

Move

Attack

Blue

Total Damage Dealt: 40

Red

Total Damage Dealt: 0

*Presented by*  
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# **Thank you!**

**Do you have any follow-up  
questions for us?**