Computing IPM Analyses

# Ashley Solano Hernandez 9C

Class:

Description:

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| --- | --- |
| public class PlayGround extends World  {    /\*\*  \* Constructor for objects of class PlayGround.  \*  \*/  public PlayGround()  {  super(1000,600,1);  start();  }  private void start()  {  addObject(new Game(), 250, 25);  }  } | This is the constructor for the class PlayGround.  The method super sets the world size to a rectangle of 1000 by 600 squares, each being one pixel in length.  There is also another method within the constructor, the method is called start().  Method called start(), only objects which are of class PlayGround can use it due to it being private.  The method start() adds an object of class Game at the coordinates of 250, 25 |

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| --- | --- |
| public abstract class AbstractHero extends Actor  {  protected int health;  protected int speed;  protected Weapon currentWeapon;  protected GreenfootSound heroSpawn = new GreenfootSound("Hero-ok.wav");  protected GreenfootSound heroDeath = new GreenfootSound("Hero-death.wav");  public void act() {  move();  shoot();  collide();  }    public int getHealth() {  return this.health;  }    public void move()  {  if(Greenfoot.isKeyDown("up"))  {  setLocation(getX(),getY()-speed);  }  if(Greenfoot.isKeyDown("down"))  {  setLocation(getX(),getY()+speed);  }  if(Greenfoot.isKeyDown("right"))  {  move(speed);  }  if(Greenfoot.isKeyDown("left"))  {  move(-speed);  }  }    public void shoot()  {  if(Greenfoot.isKeyDown("space"))  {  getWorld().addObject((Actor)this.currentWeapon, 0, 0);  this.currentWeapon.shoot(getX(),getY());  }  }    public void collide()  {  Actor actor;  actor = getOneObjectAtOffset(10,10, AbstractEnemies.class);  if (actor != null)  {  AbstractEnemies enemy = (AbstractEnemies) actor;  this.health = this.health - enemy.getDamage();  getWorld().removeObject(enemy);  die();  }  }    public void die() {  if (health < 0) {  java.util.List gameList = getWorld().getObjects(Game.class);  Game game = (Game)gameList.get(0);  heroDeath.setVolume(100);  heroDeath.play();  game.stop();  getWorld().removeObject(this);  }    }  } | This is an abstract class called AbstractHero and it’s abstract as it can’t be created directly but can be extended.  The variable called health is of type integer. Only objects of class AbstractHero and its subclasses can use it due to it being protected.  The variable called speed is of type integer. Only objects of class AbstractHero and its subclasses can use it due to it being protected.  The variable called currentWeapon is of type Weapon. Only objects of class AbstractHero and its subclasses can use it due to it being protected.  The variable called heroSpawn is of type GreenfootSound and has a value of "Hero-ok.wav". Only objects of class AbstractHero and its subclasses can use it due to it being protected.  The variable called heroDeath is of type GreenfootSound and has a value of "Hero-death.wav". Only objects of class AbstractHero and its subclasses can use it due to it being protected.  The “act” method is called by Greenfoot every loop. Inside of the “act” method are the move(), shoot() and collide() methods.  The getter for the health property.  The move() method is used to move the hero, it can be used by all classes as it is a public method.  Inside the move() method, there lines of code which changes the hero’s X or Y position.  The shoot() method is used to shoot bullets, it can be used by all classes as it is a public method.  Inside the shoot() method adds an object of class Weapon to the world and invokes its shoot every time the space key is pressed.  The collide() method is used to detect if the hero comes into contact with an enemy, it can be used by all classes as it is a public method.  Inside the collide() method, a variable of type actor is created and is used to detect if an actor of type AbstractEnemies is within a 10,10 radius of the hero.  If the hero detects an enemy within a radius of 10,10 from the hero, then a variable called enemy of type AbstractEnemies is created and casts the actor to AbstractEnemies.  The health of the hero is then reduced by the variable called damage which belongs to the class AbstractEnemies.  The actor that touched the hero is then removed from the world.  The die() method is then processed.  The die() method is used to check if the hero should be removed from the world.  If the health of the hero is lower than 0, then the sound called heroDeath will play, the game stop will be invoked and the hero will be removed from the world. |

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| --- | --- |
| public class Zoom extends AbstractHero  {  public Zoom (){  super ();  this.health = 15;  this.speed = 10;  this.currentWeapon = new MachineGun();  heroSpawn.setVolume(100);  heroSpawn.play();  }  } | This is a class called Zoom and inherits all of the protected methods of AbstractHero.  Inside of the Zoom constructor, his health, speed and weapon are defined, the heroSpawn sound is also played. |

|  |  |
| --- | --- |
| public class AbstractBullets extends Actor implements Ammo  {  protected int speed;  protected int damage;  protected boolean active = true;    public void act() {  move();  exitWorld();  collision();  }    public int getDamage(){  return this.damage;  }    public AbstractBullets(int pSpeed) {  speed = pSpeed;  }    public void move() {  move(speed);  }    public void exitWorld() {    if (this.active && getX() >= 995) {  getWorld().removeObject(this);  this.active = false;  }  }  public void collision(){  if(this.active ) {  getWorld().removeObject(this);  this.active = false;  }  }  } |  |

public class MagicBullet extends AbstractBullets

{

public void act() {

move();

exitWorld();

}

public MagicBullet() {

super (10);

damage = 2;

}

}

public class AbstractEnemies extends Actor

{

protected int health;

protected int speed;

protected int damage;

protected boolean active;

protected int points;

public AbstractEnemies() {

this.active = true;

}

/\*\*

\* Act - do whatever the Enemy wants to do. This method is called whenever

\* the 'Act' or 'Run' button gets pressed in the environment.

\*/

public void act()

{

move();

collide();

exitWorld();

}

public int getDamage(){

return this.damage;

}

private void move()

{

move(-speed);

}

private void exitWorld()

{

if ( this.active && getX()<=1) {

this.active = false;

getWorld().removeObject(this);

}

}

public void collide()

{

Actor actor;

actor = getOneObjectAtOffset(4,4, AbstractBullets.class);

if (actor != null)

{

AbstractBullets bullets = (AbstractBullets) actor;

this.health = this.health - bullets.getDamage();

die();

bullets.collision();

}

}

public void die() {

java.util.List gameList = getWorld().getObjects(Game.class);

Game game = (Game)gameList.get(0);

if (this.active && this.health < 0 ) {

this.active = false;

World world;

world = getWorld();

world.removeObject(this);

game.increaseScore(this.points);

}

}

}

public class HomingEnemy extends AbstractEnemies

{

public HomingEnemy (){

health = 3;

speed = 5;

damage = 5;

points = 5;

}

}

public class Enemy extends AbstractEnemies

{

public Enemy (){

health = 1;

speed = 4;

damage = 2;

points = 2;

}

}

public class Game extends Actor

{

private AbstractHero currentHero;

private boolean gameInProgress = false;

private double lastSpawnTime = System.currentTimeMillis();

private double spawnRate = 450;//in milliseconds

private int score;

private GreenfootSound music = new GreenfootSound("Bizet.wav");

private GreenfootImage img;

private Random randomGenerator;

private Random randomYGenerator;

public void updateScore() {

if (this.gameInProgress) {

this.img = new GreenfootImage (200, 20);

this.img.drawString ("Life: " + this.currentHero.getHealth() + " Score: " + this.score ,2,20);

setImage(this.img);

}

}

public void increaseScore(int points) {

this.score = this.score + points;

}

/\*\*

\* Act - do whatever the Game wants to do. This method is called whenever

\* the 'Act' or 'Run' button gets pressed in the environment.

\*/

public void act()

{

start();

updateScore();

spawnEnemies();

}

private void start() {

if("s".equals(Greenfoot.getKey()) && !this.gameInProgress)

{

spawnHero();

spawnEnemies();

this.gameInProgress = true;

this.randomGenerator = new Random();

this.randomYGenerator = new Random();

music.setVolume(80);

music.play();

this.score = 0;

getWorld().setBackground("background0172.jpg");

}

}

public void stop() {

this.gameInProgress = false;

this.music.stop();

getWorld().setBackground("desert.png");

this.img = new GreenfootImage (1000,600);

this.img.drawString ("GAME OVER! ",500,300);

this.img.drawString ("Try again! ",500,320);

setImage(this.img);

}

private void spawnHero()

{

this.currentHero = new Zoom();

getWorld().addObject(this.currentHero, 100, 250);

}

private void spawnEnemies() {

double currentSpawnTime = System.currentTimeMillis();

double timeElapsed = currentSpawnTime - this.lastSpawnTime;

if ((this.gameInProgress) && (timeElapsed >= this.spawnRate)) {

int randomEnemyType = 1 + this.randomGenerator.nextInt(100 - 1 + 1);

int randomY = 10 + this.randomGenerator.nextInt(590 - 10 + 1);

if (randomEnemyType > 10) {

getWorld().addObject(new Enemy(), 1000, randomY);

this.lastSpawnTime = System.currentTimeMillis();

}

else {

getWorld().addObject(new HomingEnemy(), 1000, randomY);

this.lastSpawnTime = System.currentTimeMillis();

}

}

}

}

public abstract class AbstractWeapon extends Actor implements Weapon

{

private double lastShotTime = System.currentTimeMillis();

private double firingRate;//in milliseconds

private Ammo ammo;

private int ammoSpeed;

public AbstractWeapon(double pFiringRate, Ammo pAmmo, int pSpeed) {

this.firingRate = pFiringRate;

this.ammo = pAmmo;

this.ammoSpeed = pSpeed;

}

public void shoot(int pX, int pY) {

double currentShotTime = System.currentTimeMillis();

double timeElapsed = currentShotTime - this.lastShotTime;

if (timeElapsed >= this.firingRate) {

try {

String className = ammo.getClass().getSimpleName();

Actor ammoActor = (Actor) Class.forName(className).getConstructors()[0].newInstance();;

getWorld().addObject(ammoActor, pX, pY);

this.lastShotTime = System.currentTimeMillis();

GreenfootSound music = new GreenfootSound("Fireball.wav");

music.setVolume(90);

music.play();

} catch (Exception e) {

}

}

getImage().setTransparency(0);

}

}

public class MachineGun extends AbstractWeapon

{

/\*\*

\* Act - do whatever the MachineGun wants to do. This method is called whenever

\* the 'Act' or 'Run' button gets pressed in the environment.

\*/

public void act()

{

// Add your action code here.

}

//AbstractWeapon(double pFiringRate, Ammo pAmmo, int pSpeed) {

public MachineGun() {

super (350, new MagicBullet(), 10);

}

}

public interface Ammo

{

public void move();

}

public interface Champion

{

public void move();

public void shoot();

public void collide();

public void die();

public void spawn();

public void boast();

public void runaway();

}

public interface Weapon

{

public void shoot(int pX, int pY) ;

}

# 