HACETTEPE UNIVERSITY

FACULTY OF ENGINEERING

DEPARTMENT OF
COMPUTER ENGINEERING

Report of Assignment 3

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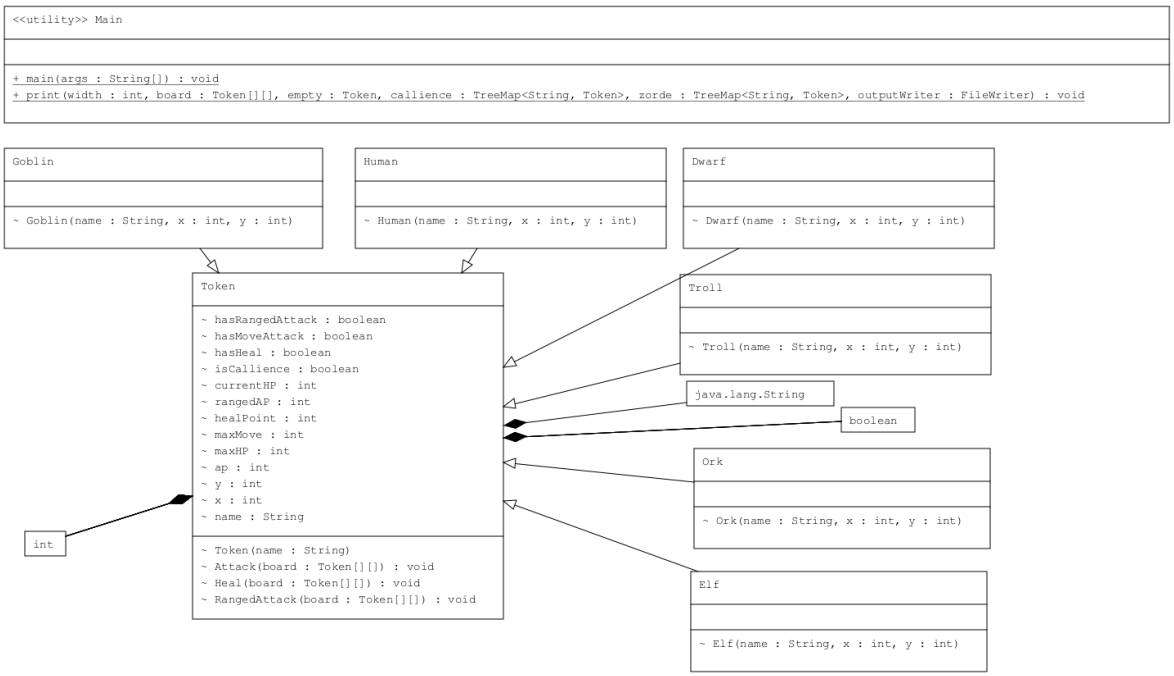
In this assignment I made a strategy game like chess. In this game we have 2 sides Callience and Zorde. Two sides battle each other in turns. The goal is to defeat every enemy. Each side has 3 different unit types and they can be deployed freely.

In my project all of my classes are subclass of Token. In the Token class there are 3 methods that allows for attacking and healing. This was something I wanted because I was sure I was going to use them a lot. This allowed me to have a clean and readable code.

The hardest part for me to figure out was printing the board. My board is a Token board and when printing it showed nulls and token ID's. First, I thought of making another board and printing it but that could cause some problems in the long run. Instead I decided add an "Empty" token fill the board then print the name variable. This helped to only focus on Token board and not printing board.

Unfortunately, this project doesn't have any polymorphism. I think I can improve this project by generalizing more stuff.

My Class Diagram



Since we're drawing everything from the Constants.java, I managed to make constructors just using their names, x and y coordinates. Since max HP and current HP are two separate variables, I managed to control the HP when an unit has overhealed and when an unit is defeated.

Dwarf, Elf and Human classes are from Callience, while Goblin, Ork and Troll are from Zorde.