

OOP Report 4

Heng-Yu Hsu, B99902017

May 17, 2013

1 Relations between Classes

1.1 Java Class

I implement some java classes, which are: `POORandom`, `POONamePool`, `POOXY`, `POOSkillList`, `POOSmallFish`, and `POOCat`. I construct the whole game with random decision: the game will run automatically to be benefit to grading the program and I think it also can easily be changed for human playing, so I focus on how the NPC monster works to prepare for the final project. Here's the feature of each class:

1.1.1 `POORandom`

The important class of the entire program, which is simply organize the random function for others use.

1.1.2 `POONamePool`

Several names in "name.txt" are read by this class for naming pet's name.

1.1.3 `POOXY`

Because of `POOCoordinate` is an abstract class, we implement a concrete class to inherit this to represent the definition of distance.

1.1.4 `POOSkillList`

The list of the skills implement about `POOSkill`. The class `POOSkillList` is a dummy class and there are several classes in it to display the different effect of the skill.

1.1.5 POOSmallFish

The pet inherits `P00Pet`, which is given HP, MP, AGI, and a random name. It is a weak pet like Magikarp in Pokemon. The skill it can use are: do nothing, splash, and stronger splash. It used a random method to determine the decision that what it aims to and what skill is used.

1.1.6 POOCat

A stronger pet inherits `P00Pet`. The skill it can use are: do nothing, basic recover, strike, and stronger strike. Also, it take actions randomly.

2 Advantages of Software Engineering

Because of the constraints given in jar files, we let the all java file in the same package: *ntu.csie.oop13spring* and this solution can be fast development and there are no obstacle to use these protected fields in jar file.

3 Disadvantages of Software Engineering

The most important disadvantage about the design is there are no order of these java files. Thus, this design is no extendability to develop into a big program because of the large amount of files in the same package.

4 Advantages of Interestingness of the Game

The interestingness about this game is we can see what pet will win finally. Because of there are probability the pet take actions; thus, there are no absolute winner in this game.

5 Disadvantages of Interestingness of the Game

But in this design is there are no flexibility to player controls. It is finally boring that player only do the same thing (just ENTER!!!) and they finally feel board. But I think the life cycle of this program is not very long, so I choose a way to let TA ease grading.