User Acceptance

Gui Testing

Issue Solution

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| X / Y / Row / Col Mixed up. Caused lots of mirror issues along the diagonal. | Change everything to X/Y, make sure that for double arrays its [y][x] and everything else x,y to make code easier to read and follow. |
| Sometimes Images/Objects would not be erased properly - error from timers  Additionally multiple bombs would cause an infinite bomb from the first once placed | Player can only place one bomb at a time, each enemy changes the sprite (moved from the world to enemy) |
| Timer’s stop() method did not seem to function for some of my timers (mainly worldTimer())  Still have no clue how this is happening | Made a boolean that stops the actionlistener from performing if it's false. |
| Enemies would “ghost” and still attack the tiles when they were dead | Stop the timer when alive == false |
| Sometimes players would be trapped if trap tiles spawned to cover the four directions you could move in from the spawn point | Create a small cavern in the spawnpoint to give freedom to the player to escape with bombs. (this cavern cannot contain traps) |
| Text appeared offscreen | Translate the graphics object first! |