

FIT2099 Assignment 2: Brief explanation of changes and the reasons

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1. Leave Affordance

For Leave Affordance, the changes was I create a getter method “getWorld():SWWorld” in SWActor to get the word of the actor so that it could be used in Leave class.

2. Force Ability

I remove the “setForceNumber(int)” and “setForceAbility(boolean)” method in TheForce class. To set the ability and force, I make use of the constructor, so that it was set once the character was instantiate.

In SWActor, I create a method “hasForceAbility():boolean” to check whether the actor has force ability. I create also a method “actorForceNumber():int” to get the force number of the actor. I create these two methods since TheForce is protected in SWActor.

3. Lightsabres

I add a new private attribute “forceNeeded:int” in SWEntity instead of LightSaber class as the itemCarried in SWActor has the type SWEntity. Then, I create a getter method in SWEntity to get the forceNeeded since it is private. In LightSaber class, I initialize the attribute forceNeeded to the value needed by the Lightsabre when using it as class LightSaber is subclass of SWEntity.

4. Ben Kenobi

There are no changes in Ben Kenobi feature.

5. Droids

New methods like setOwner, getOwner, getdroidLocation to get the location(SWLocation) of the droid, getOwnerLocation to get the location(SWLocation) of the owner were introduced. Also the act() method from SWActor was overridden to include ways to check if the owner’s position and droid’s position was same or not and if not move to the owner. Also, takeDamage() method was used to decrement the hitpoints of the Droid when it is in Badlands.

6. SWWorld

The droid was initialized and its location was set.