

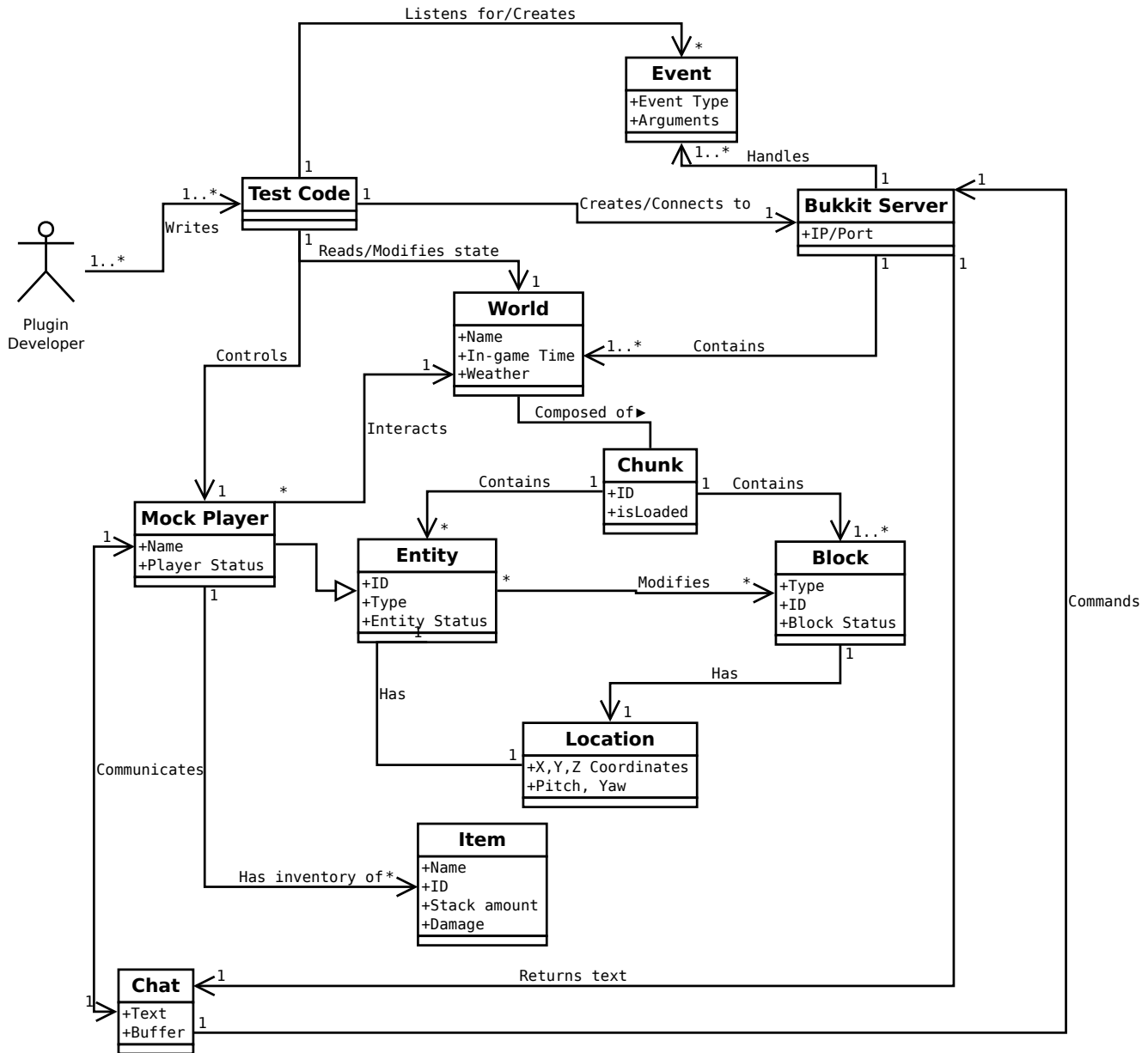
Team Liza
Milestone 2
CSSE 374

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Liza Domain Model

Descriptions for domain classes can be found on the following page



For non-cluttering purposes, we define "Player Status", "Entity Status", and "Block Status" as follows.

Player Status

1. Experience
2. Hunger
3. Sneaking state
4. Sprinting state
5. Game mode
6. Armor Value
7. All items named under "Entity Status"

Entity Status

1. Health
2. On Fire state
3. Suffocating state
4. Is Flying state
5. Poisoned state
6. Potion effects
7. Attacking
8. Is dead state

Block Status

1. Is powered state
2. Flammable
3. On Fire state
4. Opacity
5. Light level
6. Blast resistance
7. Being damaged
8. Damage value

Domain Class Descriptions

Actor

This represents the Bukkit plugin developer. He/she writes and runs the test code using Liza's API.

Test Code

This is the code that contains the test cases written by the developer.

Bukkit Server

This is the instance of the server that Liza creates when running a test. The most relevant data about the server is the Minecraft world it contains, which is represented through associations.

Event

As a game, most interactions are event driven. These are handled by Minecraft with an internal Event Handler. Liza should be able to read these events and create them.

World

Represents the environment that a Minecraft player can interact with.

Chunk

The World is broken up into manageable pieces called chunks.

Block

These make up the majority of the Minecraft world. There are blocks of many types, such as stone, wood, sand, etc. These can be destroyed, picked up by a player, and placed elsewhere.

Entity

An Entity in Minecraft is anything in the world that isn't a block. This includes players and creatures.

Mock Player

This represents the automated player which is controlled by Liza which will perform the actions defined by the plugin developer.

Location

These are the coordinates in the Minecraft World

Item

Items are things found in a player's inventory.

Chat

Players can communicate in the chat. Additionally, players can send commands which are read by the server or a plugin. Typically, a command sends a response back to the user. Liza will use this to assert that commands were sent properly.

Action Items, Journal, and Project Plan

These are found in our GoogleDocs pages

Project Plan

Journal and Action Items