

CC3001 - Tarea 03

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Link del Repositorio

<https://github.com/CC3002-Methodologies/final-reality-Cubolink>

Diagramas



Package controller



Package model



Package gui



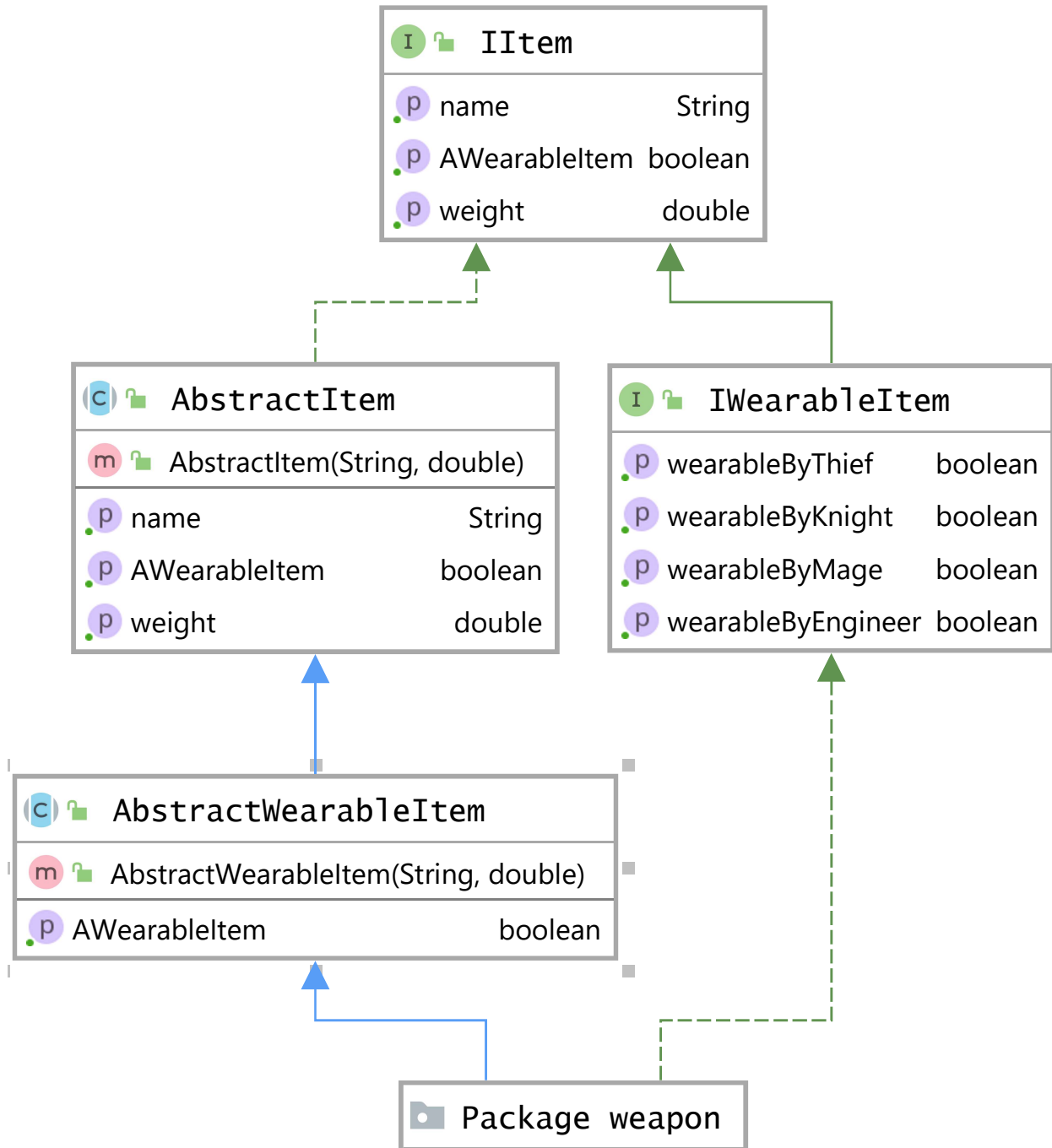
Package statuseffects



Package character



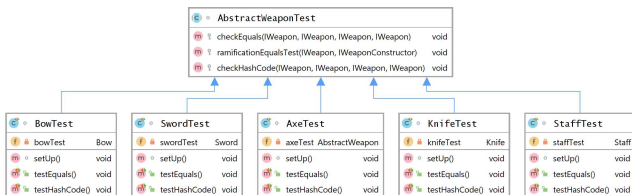
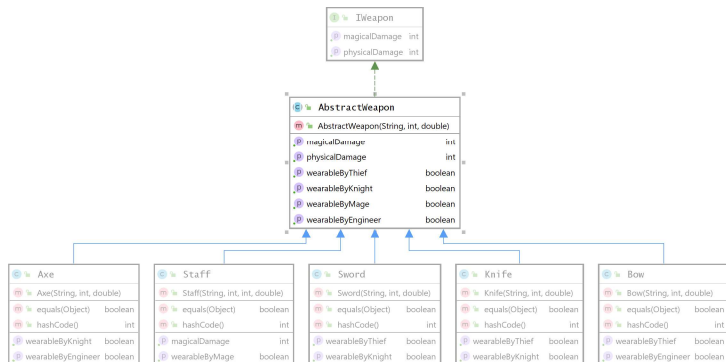
Package items



IWeaponFactory		
createBronzeAxe()	IWeapon	
createIronAxe()	IWeapon	
createSteelAxe()	IWeapon	
createSilverAxe()	IWeapon	
createBronzeBow()	IWeapon	
createIronBow()	IWeapon	
createSteelBow()	IWeapon	
createSilverBow()	IWeapon	
createBronzeKnife()	IWeapon	
createIronKnife()	IWeapon	
createSteelKnife()	IWeapon	
createSilverKnife()	IWeapon	
createBronzeSword()	IWeapon	
createIronSword()	IWeapon	
createSteelSword()	IWeapon	
createSilverSword()	IWeapon	
createNormalStaff()	IWeapon	

WeaponFactory		
BRONZE_NAME	String	
IRON_NAME	String	
STEEL_NAME	String	
SILVER_NAME	String	
BRONZE_BASE_DMG	int	
IRON_BASE_DMG	int	
STEEL_BASE_DMG	int	
SILVER_BASE_DMG	int	
BRONZE_BASE_WEIGHT	int	
IRON_BASE_WEIGHT	int	
STEEL_BASE_WEIGHT	int	
SILVER_BASE_WEIGHT	int	
AXE_NAME	String	
BOW_NAME	String	
KNIFE_NAME	String	
STAFF_NAME	String	
SWORD_NAME	String	
AXE_FACTOR	double	
BOW_FACTOR	double	
KNIFE_FACTOR	double	
STAFF_FACTOR	double	
SWORD_FACTOR	double	
calculateName(String, String)	String	
calculateDamage(int, double)	int	
calculateWeight(int, double)	int	
createAxe(String, int, int)	IWeapon	
createBronzeAxe()	IWeapon	
createIronAxe()	IWeapon	
createSteelAxe()	IWeapon	
createSilverAxe()	IWeapon	
createBow(String, int, int)	IWeapon	
createBronzeBow()	IWeapon	
createIronBow()	IWeapon	
createSteelBow()	IWeapon	
createSilverBow()	IWeapon	
createKnife(String, int, int)	IWeapon	
createBronzeKnife()	IWeapon	
createIronKnife()	IWeapon	
createSteelKnife()	IWeapon	
createSilverKnife()	IWeapon	
createSword(String, int, int)	IWeapon	
createBronzeSword()	IWeapon	
createIronSword()	IWeapon	
createSteelSword()	IWeapon	
createSilverSword()	IWeapon	
createNormalStaff()	IWeapon	
hashCode()	int	
equals(Object)	boolean	

WeaponFactoryTest		
weaponFactoryTest	IWeaponFactory	
bronzeAxe	IWeapon	
ironAxe	IWeapon	
steelAxe	IWeapon	
silverAxe	IWeapon	
bronzeBow	IWeapon	
ironBow	IWeapon	
steelBow	IWeapon	
silverBow	IWeapon	
bronzeSword	IWeapon	
ironSword	IWeapon	
steelSword	IWeapon	
silverSword	IWeapon	
bronzeKnife	IWeapon	
ironKnife	IWeapon	
steelKnife	IWeapon	
silverKnife	IWeapon	
normalStaff	IWeapon	
setUp()	void	
physicalDamageHierarchyTest(IWeapon[])	void	
putInOrder(IWeapon[], IWeapon, IWeapon, IWeapon, IWeapon)	void	
hierarchyTest()	void	
creationTest()	void	
testEqualsAndHashCode()	void	



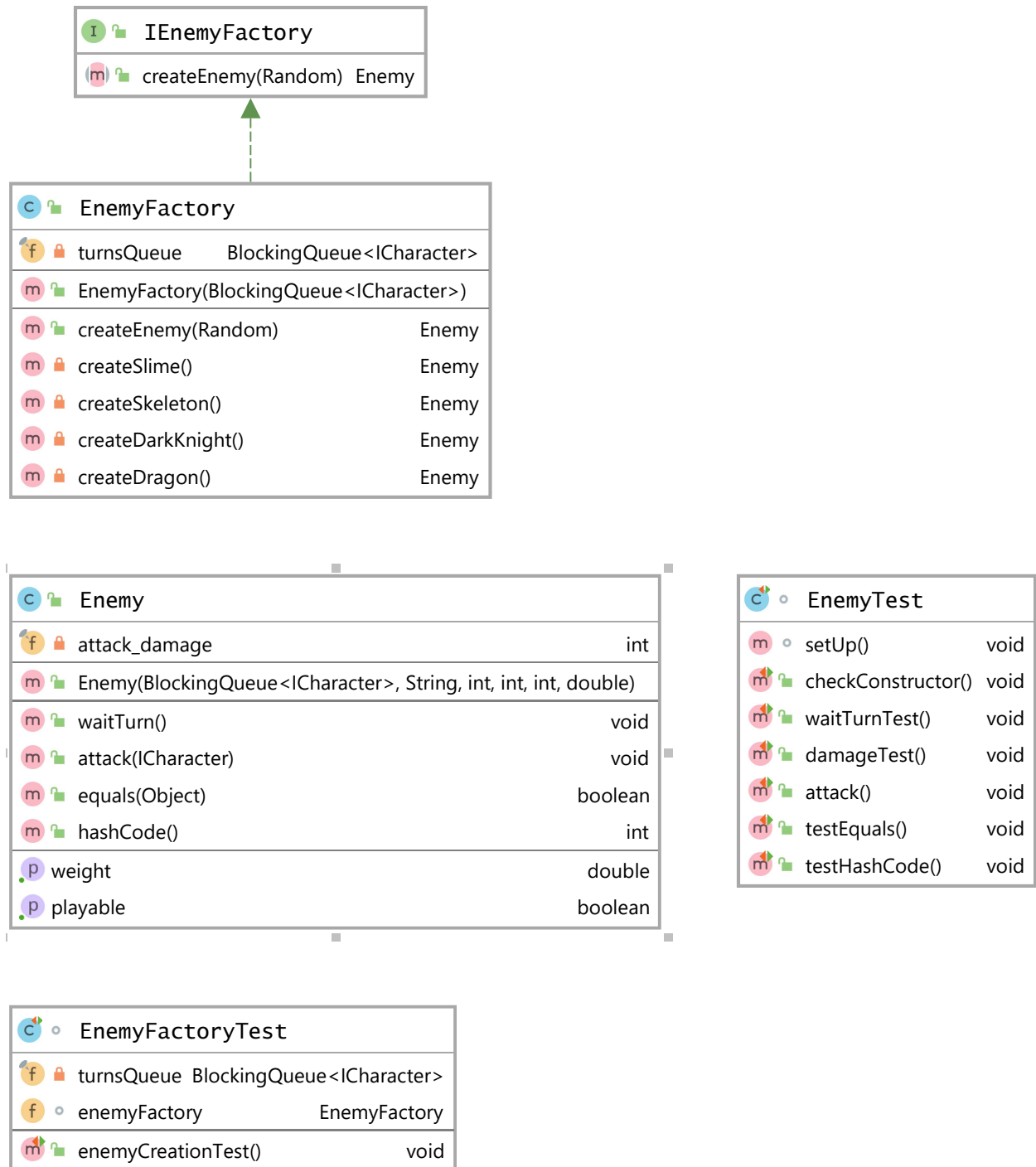
ICharacter	
(m) addStatus(IStatus)	void
(m) dropStatus(IStatus)	void
(m) applyStatuses()	void
(m) waitTurn()	void
(m) attack(ICharacter)	void
(m) receiveDamage(int)	void
(m) bePhysicallyAttacked(int)	void
(m) beMagicallyAttacked(int)	void
(m) addDefeatEventListener(PropertyChangeListener)	void
(m) addReadyInQueueEventListener(PropertyChangeListener)	void
(p) name	String
(p) spriteFileNames	String[]
(p) weight	double
(p) attack_enabled	boolean
(p) playable	boolean
(p) hp	int
(p) alive	boolean
(p) maxHp	int

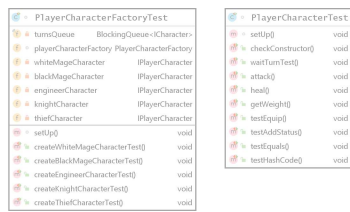
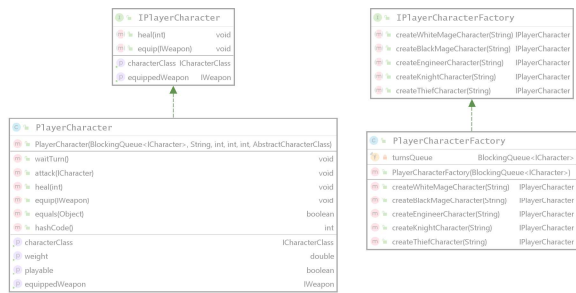
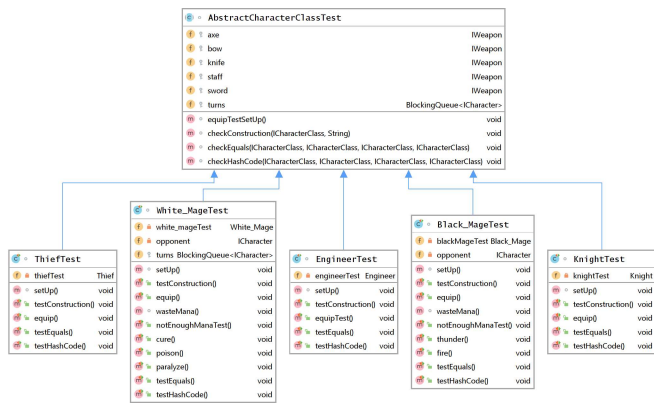
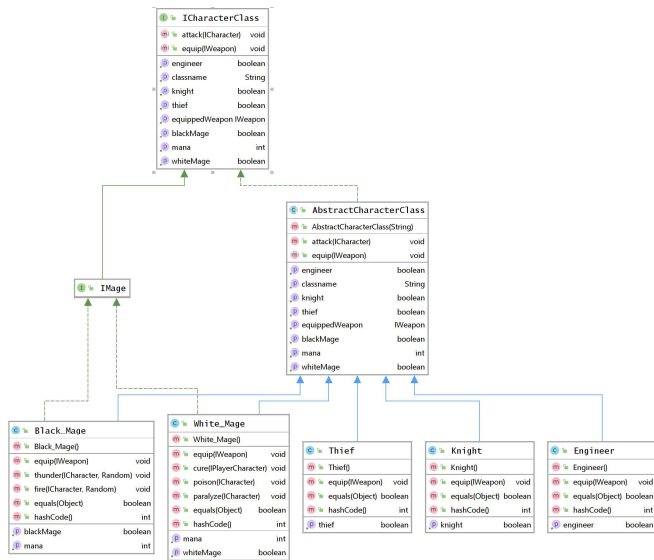
AbstractCharacter	
(f) spriteFileNames	String[]
(f) scheduledExecutor	ScheduledExecutorService
(f) turnsQueue	BlockingQueue<ICharacter>
(f) defense	int
(f) resistance	int
(f) alive	boolean
(f) statuses	ArrayList<IStatus>
(f) statusIterator	Iterator<IStatus>
(f) interation	boolean
(f) characterDefeatedEvent	PropertyChangeSupport
(f) characterReadyInQueueEvent	PropertyChangeSupport
(m) AbstractCharacter(BlockingQueue<ICharacter>, String, int, int, int)	
(m) addToQueue()	void
(m) addStatus(IStatus)	void
(m) dropStatus(IStatus)	void
(m) applyStatuses()	void
(m) waitTurn()	void
(m) attack(ICharacter)	void
(m) receiveDamage(int)	void
(m) bePhysicallyAttacked(int)	void
(m) beMagicallyAttacked(int)	void
(m) addDefeatEventListener(PropertyChangeListener)	void
(m) addReadyInQueueEventListener(PropertyChangeListener)	void
(p) name	String
(p) spriteFileNames	String[]
(p) weight	double
(p) attack_enabled	boolean
(p) playable	boolean
(p) hp	int
(p) alive	boolean
(p) maxHp	int

AbstractCharacterTest	
(f) turns	BlockingQueue<ICharacter>
(f) testCharacters	List<ICharacter>
(m) preSetUp()	void
(m) checkStringArrayEquals(String[], String[])	boolean
(m) spriteFileNameTest()	void
(m) waitTurnTest()	void
(m) checkWaitTurn()	void
(m) addToQueue()	void

Package player











Package enemy





























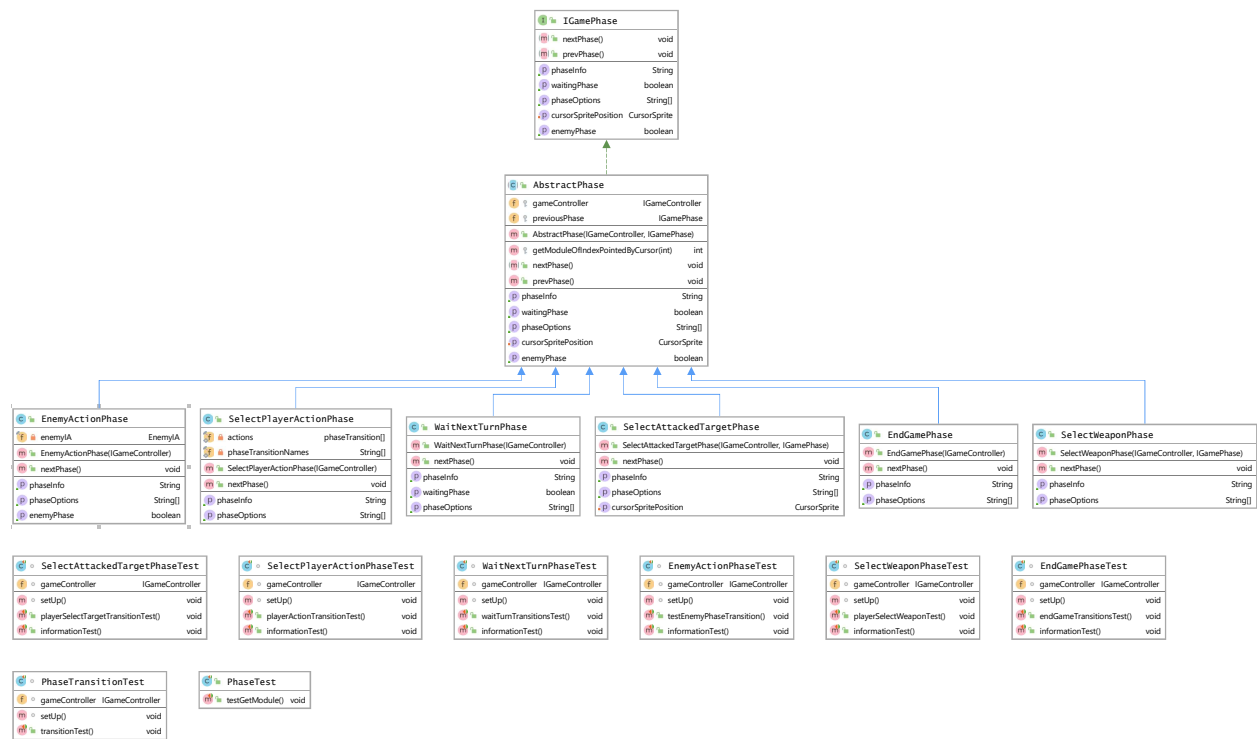
Package listeners Package phases











		FallenCharacterHandler	
		controller	IGameController
		characterDefeatedEvent	PropertyChangeSupport
		FallenCharacterHandler(IGameController, PropertyChangeListener)	
		propertyChange(PropertyChangeEvent)	void


		CharacterReadyInQueueHandler	
		controller	IGameController
		CharacterReadyInQueueHandler(IGameController)	
		propertyChange(PropertyChangeEvent)	void

		EndGameHandler	
		controller	IGameController
		EndGameHandler(IGameController)	
		propertyChange(PropertyChangeEvent)	void

		FallenCharacterHandlerTest	
		gameController	GameController
		eventListenerTest()	void



FinalReality		
 	RESOURCE_PATH	String
 	controller	IGameController
 	width	double
 	height	double
 	cursorSprite	CursorSprite
 	playerCharacterLabels	Label[]
 	phaseInstructionsLabel	Label
 	userOptionLabels	Label[]
 	main(String[])	void
 	start(Stage)	void
 	getWidth()	double
 	getHeight()	double
 	setOnKeyLink(Scene)	void
 	setupButton(String, double, double, double, double, ImageView, EventHandler<ActionEvent>)	Hyperlink
 	makeButtonsGroup()	Group
 	makeUserOptionsGroup()	Group
 	makePlayerCharacterInformationDisplayGroup()	Group
 	makeBackgroundLayer()	Group
 	makeForegroundLayer()	Group
 	makeSpritesLayer()	Group
 	makeCursorLayer()	Group
 	setupTimer()	void
 	playSound(ActionEvent)	void
 	buttonAAction(ActionEvent)	void
 	buttonBAction(ActionEvent)	void
 	buttonC_LeftAction(ActionEvent)	void
 	buttonC_RightAction(ActionEvent)	void

 Package spritegroups

