## CC3001 - Tarea 03

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04 de Enero, 2021

## Link del Repositorio

 $https://github.com/CC3002\text{-}Metodologias/final-reality-Cubolink}$ 

## Diagramas

## Package controller

Package model

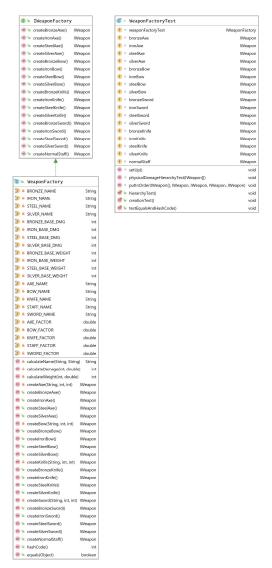
Package gui

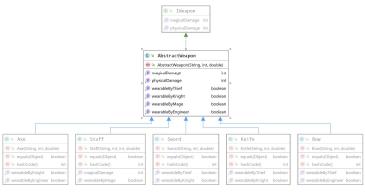
Package statuseffects

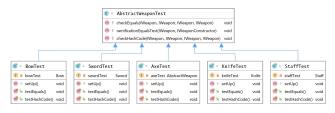
Package character

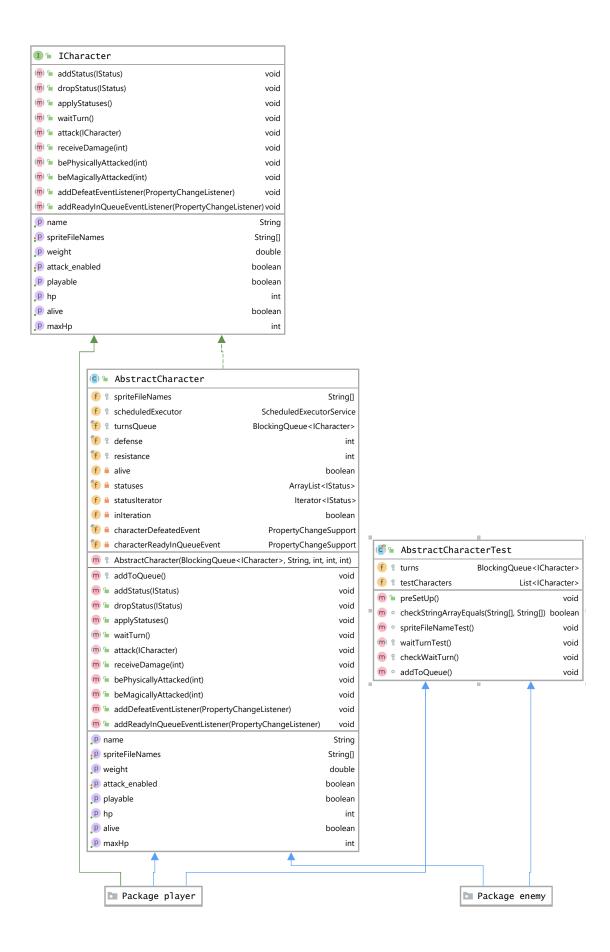
Package items

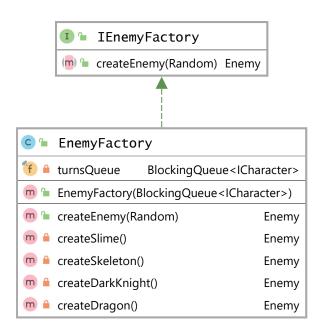








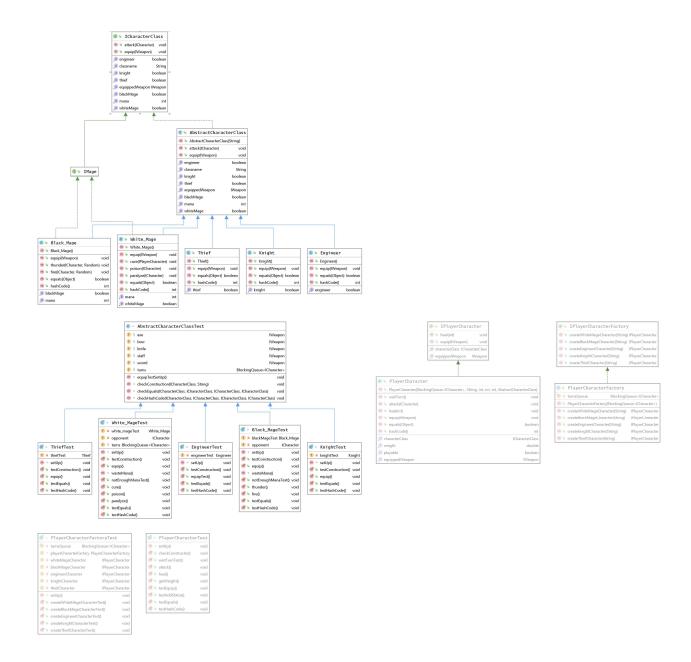


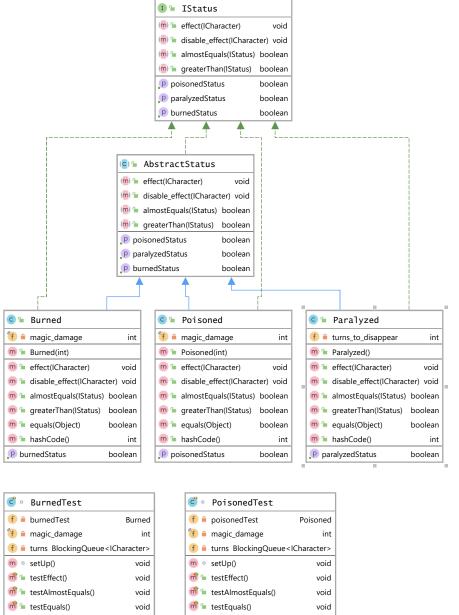


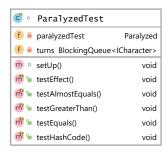
1		
C ≟ E	Enemy	
<b>f</b> • at	ttack_damage	int
m 🚡 Eı	nemy(BlockingQueue <icharacter>, String, int</icharacter>	t, int, int, double)
m 🔓 w	vaitTurn()	void
m 🚡 at	ttack(ICharacter)	void
m 🚡 e	quals(Object)	boolean
m 🔓 ha	ashCode()	int
<b>P</b> weig	yht	double
p playa	able	boolean

c° °	EnemyTest	
m •	setUp()	void
m 1	checkConstructor()	void
m 1	waitTurnTest()	void
m 1	damageTest()	void
m 1	attack()	void
m 1	testEquals()	void
m 1	testHashCode()	void

C° o	EnemyFactoryTes	st
f	turnsQueue Blocking	Queue < ICharacter >
f	enemyFactory	EnemyFactory
m n	enemyCreationTest()	void







<b>c</b> •	BurnedTest	
f n	burnedTest	Burned
°f ≜	magic_damage	int
f n	turns BlockingQueue<10	Character>
m •	setUp()	void
₩ 1	testEffect()	void
<b>m</b> •	testAlmostEquals()	void
<b>m</b> •	testEquals()	void
<b>m</b> •	testHashCode()	void

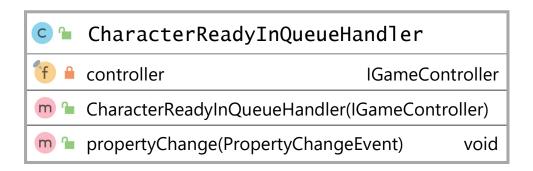
<b>c</b> •	PoisonedTest	
f A	poisonedTest	Poisoned
<b>f</b> ₽	magic_damage	int
f n	turns BlockingQueue <i< th=""><th>Character&gt;</th></i<>	Character>
m °	setUp()	void
<b>m</b> •	testEffect()	void
m =	testAlmostEquals()	void
m =	testEquals()	void
m =	testHashCode()	void

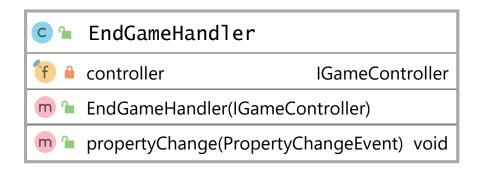
0 ≈ IGameController		
W is setUp)	void	3 a outputStream
% next()	void	③
® 'a prev()	void	€ controller
19 'm moveCursorRight()	void	⊕ weaponFactory
™ ≥ moveCursorLeft()	void	f playerCharacterFac
% start0	void	€ enemyFactory
™ 'a end()	void	muteOutput()
nextCharacterInQueue()	void void	m + unmuteOutput)
n '≥ resetIndesPointedByCurson)		m · setUp()
in updateCursorSpritePosition()     in updateAliveCharacters()	void void	m + tearDown()
© ≈ updateAsveCharacters)  © ≈ aCharacter(sWaiting)	void void	m = testControllerSetUp m = cursorTest()
is thereAreCharactersWaiting)	void boolean	m = cusoriess)
in inEnerryTurn()	boolean	iff is testCheckEndGame
% getSpriteCharacterCx(int)	double	m = test.neocnocame
n getSpriteCharacterCy(int)	double	iff is testCharacterNumb
in geophiacharacterSpritesInforms     in updateCharacterSpritesInforms     i		∰ is testWatCharacter]
(% waitCharacteri)	void	m testPlayerAttackCh
% attackCharacter(Character)	void	m sepipWeaponToCh
		iff 's testStore(tern)
n 'a storeltern(litern)	void	m testGettemSet)
% is takeltern(litern)	lten	m = testTakeItem()
n 'a dropitem(Item)	void	m testDropitem()
% is createEnemy()	void	M is testGetWeaponList
™ is createWhiteMagePlayer()	void	m createEnemyWhen
% createBlackMagePlayer()	void	off is createEnemy()
1 (resteEngineerPlayer)	void	m & checkEmptyParty()
™ 'a createKnightPlayer()	void	M is createPlayerWhenF
™ in createThiefPlayer()	void	m createWhiteMageP
n inkCunorSprite(CunorSprite)	void	m create@lackMagePla
1 in/CharacterSprites/Character	[priteGroup[], double, double) void	∰ is createEngineerPlay
m 'a create@ronzeAse()	void	∰ 'is createKnightPlayer
n ⊆ create(ronAue()	void	off 'a createThiefPlayer()
™ createStee(Ase()	void	d inkCursorSpriteTes
™ = createSilverAxe()	void	∰ 's create@ronzeAse()
1 (restellancellow)	void	off 'a create(ronAxe)
n (resteironSow)	void	(d) 's createSteelAsse()
10 (resteSteelSow)	void	m ( createSilverAse)
™ 'a createSherSow()	void	
10 in createBronzeKnife()	void	(f) in create(ronBowl)
10 (restelron(nife)	void	@ ⊆ createStee(Bow()
10 treateSteelCnife()	void	(f) is createSilverSow()
18 in createSilverKnife()	void	
n (reste≣ronzeSword)	void	(f) in create(ronKnife)
10 (restelrorSword)	void	off 'a createSteelKnife()
™ 's createSteelSword)	void	(f) in createSilverKnife()
10 to createSilverSword)	void	
% createNormalStaff()	void	m create(ronSword)
P characterPlayerList	List-(PlayerCharacter)	m createSteelSword()
itemSet	Set «Item» List «Weapon»	man createSilverSword()
weaponList indexPointedByCursor	List <fweapon> short</fweapon>	∰ 'a createNormalStaff)
P enemyList P phaseOptions	List <enerry> String[]</enerry>	
P mastrem/CharacterNum	strings	
maxPlayerCharacterNum	int.	
theGamefinished	horisan	
enerryCharactersInfo	String[]	
enemyCharacterumo CumentGamePhase	String) (GamePhase	
aliveCharactersList	List-(Character)	
P phaselnfo	String	
P playerCharactersInfo	String[	
P totalNumberOfCharacters	int	
CurrentCharacter	Character	
Pwimer	String	
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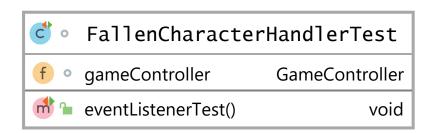
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henfulEnemyParty()	void	
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henfullParty()	void	
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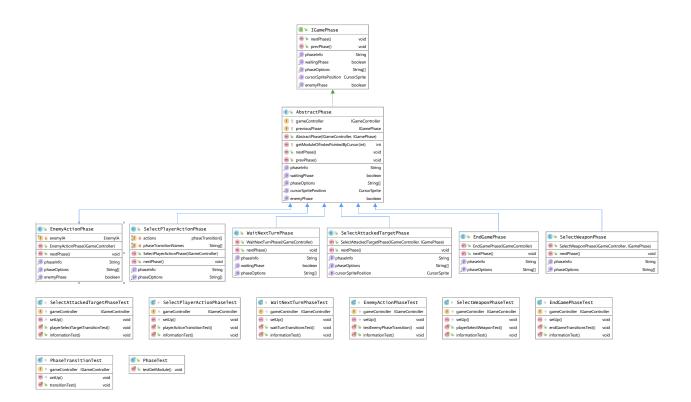
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A conveniency said  • takeliney out  • takeliney out  • takeliney  • t	weaponList List	Ø      ibemTest4	
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y bolon	ponList List		
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D≡ Package listeners D≡ Package phases









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if in width dou dou dou if in height dou if in cursorSprite CursorSprite CursorSprite Labels
If □ height       dou         If □ cursorSprite       CursorSp         If □ playerCharacterLabels       Labor         If □ phaseInstructionsLabel       Labor
<b>f</b>
playerCharacterLabels  phaseInstructionsLabel  Label  Label  Label  Label
f ≜ phaseInstructionsLabel La
A userOptionLabels
aser Option Labers
main(String[])
m ⁴ start(Stage)
m ≜ setOnKeyLink(Scene)
m 🔒 setupButton(String, double, double, double, double, ImageView, EventHandler <actionevent>) Hyperl</actionevent>
m ≜ makeButtonsGroup() Gro
m ≜ makeUserOptionsGroup() Gro
m ≜ makePlayerCharacterInformationDisplayGroup() Gro
m ≜ makeBackgroundLayer() Gro
m ≜ makeForegroundLayer() Gro
m ≜ makeSpritesLayer() Gro
m ≜ makeCursorLayer() Gro
m ≜ setupTimer() v
playSound(ActionEvent)

