

Project Report SENG 201

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This project involves building a trader game who travels by ship to trade goods on multiple islands. The trader will buy goods on one island then travel to another to sell them. The trader keeps traveling between islands and trading goods with the goal to earn as much profit as possible before the game ends.

The project was build using Java language in eclipse development platform. The following 10 main classes were chosen to represent objects in the game. Inheritance was used in only one of the classes (Stock class).

Java Array List structure was frequently used to store lists of objects of different classes. Some classes maintain a list of objects that belong to different classes as a way of interacting with objects of those classes. The intent here is to make communication between objects that require interactin simpler. List of classes that require frequent interaction with other classes are discussed below.

Ship Class:

Concrete class for instantiating ship objects. Contains all methods and attributes of ship class. Ship class also Maintains list of stock items. Stock object attributes are accessed in ship class though list of stock objects contained in ship class.

Route Class:

Concrete class for instantiating route objects. Contains all methods and attributes of route object. Route class maintains list of event objects. This enables route objects to have access to attributes and methods of an event object though list of event objects contained in the class.

Store:

Concrete class for instantiating store objects. Contains all methods and attributes of store object. Store class maintains list of stock objects. This enables stock objects to have access to attributes and methods of an stock object though list of stock objects contained in the class.

Islands

Concrete class for instantiating Island objects.

Items:

Concrete class for instantiating Island objects.

Stock:

This class represents stock objects and extends Item class.

Feedback:

It was a very good project in sense of getting us exposed to what a software engineer is expected to do. We learned a lot from it.

Effort:

We spent total of 180 hours in the project. (90 hours each).

Contribution:

Tasks were equally shared. Contribution from each of the team members is roughly 50% each.