

AP Computer Science A - Period 5

Quarter 2 Project Proposal

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Timelines

Josh:

- 10/27/2017: Project proposal development and submission.
- 10/31/2017: Start developing enemy class.
- 11/02/2017: Research how to use arrays and loops in Java.
- 11/06/2017: Continue development of enemy class. **Start development of enemy loot array and weapons.**
- 11/08/2017: **Further research on how to randomly select a string item from an array.**
- 11/14/2017: ~~Begin encapsulation and integration of program.~~ **Finish developing enemy loot array:**

```
//define array of available weapons
String[] lootArray = new String[9];
lootArray[0] = "Meelee";
lootArray[1] = "Knife";
lootArray[2] = "Hammer";
lootArray[3] = "Shovel";
lootArray[4] = "Jerry can";
lootArray[5] = "Flamethrower";
lootArray[6] = "Shotgun";
lootArray[7] = "Machete";
lootArray[8] = "Rocket launcher";
```

- ```
String chosenWeapon = (lootArray[new Random().nextInt(lootArray.length)]);
```
- 11/16/2017: ~~Iron out bugs, improve development and or clean up code for progress check.~~ **Develop weapon stats using conditional statements**

```

if (chosenWeapon == lootArray[0]) {
 damage = 100;
 System.out.println("Enemy has not found any new weapons.");
} else if (chosenWeapon == lootArray[1]) {
 damage = 50;
 System.out.println("Enemy has found a Knife.");
} else if (chosenWeapon == lootArray[2]) {
 damage = 150;
 System.out.println("Enemy has found a Hammer.");
} else if (chosenWeapon == lootArray[3]) {
 damage = 300;
 System.out.println("Enemy has found a Shovel.");
} else if (chosenWeapon == lootArray[4]) {
 damage = 350;
 System.out.println("Enemy has found a Jerry can.");
} else if (chosenWeapon == lootArray[5]) {
 damage = 200;
 System.out.println("Enemy has found a Flamethrower.");
} else if (chosenWeapon == lootArray[6]) {
 damage = 250;
 System.out.println("Enemy has found a Shotgun.");
} else if (chosenWeapon == lootArray[7]) {
 damage = 500;
 System.out.println("Enemy has found a Machete");
} else {
 System.out.println("No weapons have been chosen!");
}

```

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- 11/17/2017: Progress check. / Finish weapon stats if else statements.
- 11/20/2017: Iron out bugs and make improvements based on feedback. Finish enemy class and develop loops to respond to attacks from other players.
- 11/22/2017: Encapsulate/test enemy class.
- 11/24/2017: Finalize enemy class/debug program.
- 12/4/2017: Turn in quarter 2 project and demonstrate.

#### Luke:

- 10/27/2017: Project proposal submission
- 10/31/2017 – 11/06/2017: Develop an array for the kinds of rooms & "if... then..." statements for what happens when the character comes across each room type Start researching how to create an array of room types
- 11/02/2017 - Start creating the basic structure for the array
- 11/06/2017 - Finish making the basic structure for the array
- 11/08/2017 – 11/10/2017: Polish & fix bugs in the program so far Start researching how to make each individual room type & what their function/purpose is
- 11/13/2017 - Start making each individual room type
- 11/14/2017: Begin developing the loop for moving on to the next room
- 11/15/2017 - Finish making all of the individual rooms and begin allowing the player to transition from room to room
- 11/16/2017: Progress check submission
- 11/17/2017 - Progress check submission

- 11/20/2017 - 11/24/2017: Polish & fix bugs in the program so far
- 11/28/2017 - 11/30/2017: Implement all group members' classes into one cohesive program
- 12/04/2017: Final project submission

### Anthony:

- 10/27/2017- Anthony was absent on the day of the proposal
- 10/31/2017- Started working on if statements to make different damage outputs depending on weapons.
- 11/02/2017- Redid the if statement due to lost of flashdrive and gave weapons names and damage values.
- 11/06/2017- Lost backup flashdrive and had to remake the code and move the damage values into an array to be called from.

```
public class aarrays {
 public static void main(String[] args) {
 String playerName = "ray";
 int[] aarray;
 aarray = new int[5];
 aarray[0] = 1;
 aarray[1] = 10;
 aarray[2] = 15;
 aarray[3] = 25;
 aarray[4] = 50;
 }
}
```

- 11/08/2017- Working on if statement: the if statement would always run the first if even when the item was supposed to be false and passed over.
- 11/13/2017- Continued working on the if statement: tried changing the condition in the if statement and look at other examples of if statements to find the problem.

```
attackdamage = "fist";
String battlelog;

if (attackdamage = "fist") {
 battlelog = (playerName + " attacked with his fist doing " + aarray[0] + "damage");
}
else if (attackdamage = "k") {
 battlelog = (playerName + " attacked with his knife doing " + aarray[1] + "damage");
}
else if (attackdamage = "r") {
 battlelog = (playerName + " attacked with his broad sword doing " + aarray[3] + "damage");
}
else if (attackdamage = "b") {
 battlelog = (playerName + " attacked with his broad sword doing " + aarray[3] + "damage");
}
else {
 battlelog = (playerName + " attacked with his heros sword doing " + aarray[4] + "damage");
}

System.out.println(attackString);
```

- 11/15/2017- Tried switching to switch cases instead of if the changed it back as the same problem came and switches were meant for more than 20 cases not for 5.
- 11/17/2017: Progress check submission worked on progress check for submission.
- 11/28/2017- make the conditions in the if statement to call the right damage text for its weapons.
- 11/30/2017- Add healing items and other kinds of equipment to the players inventory.
- 12/04/2017: Final project submission

## **Outline**

The purpose of this project is for us to learn how to create arrays, conditionals & loops and have them function cohesively together. The way we are going to learn how to do this is by having each group member create a specific aspect of a dungeon crawler game, wherein a character is able to travel through multiple rooms of various types, and use items that they pick up along their adventure to fight against the monsters they will encounter.

## **Roles**

### **Josh:**

Josh will be in charge of the enemy class.

Objectives:

1. Create an array of loot.
2. Use loops to respond to actions from other classes.
3. Create variables for types of loot.
4. Create methods for enemy actions.

### **Luke:**

Luke will be in charge of the dungeon class. This means he will be creating an array of room types, creating "if... then..." statements for what happens when the character enters each type of room, and creating a loop that allows the character to move on to another room after the situation in the previous room has been dealt with.

### **Anthony:**

Anthony will be in charge of the character class. This means he will be using an array to create an inventory of items for the character, creating an "if... then..." statement that determines what happens when the character's health reaches zero, and a loop that allows the character to use the items in their inventory.

## **Progress Checks:**

### **Josh:**

If we received a grade for our project at this moment, I would most likely receive a C. I have been able to get my class to compile correctly, however I have not yet developed the code that allows my class to interact with other classes. Right now, I have finished developing the method that randomly picks a weapon and sets the damage level/stats. Currently, we only have little tidbits of our program developed and not fully functioning classes that interact with each other like they are supposed to.

**Luke:**

If I were to submit my portion of the project today, I would most likely receive an F. The small amount of code that I do have in my program is not yet functional by any means. This is partly because a very significant portion of the time we have in class to work on our project has been taken up by doing Kahoots. The biggest reason, though, is because I either lack the work ethic or just keep forgetting to work on the project at home, and nothing is really preventing me from doing so.

**Anthony:**

If I were to be graded right now I would probably get a F for having code but since none of it acts the way it should or implements into the program it was being made for it would not be higher than a D even if graded leniently. The reasons for the lack of working code is my misunderstanding of how to make a proper if statement and how to put arrays and get the corresponding text to appear.