

Ch19, Ch26

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Project Design-2nd Half

Project Title: **NBA MyPlayer BitLife**

Why was this project chosen?

→ This project combines our interests as we both play and are familiar Bitlife and NBA 2K. We thought that this could be implemented through the lessons we have learned so far.

Description: NBA MyPlayer Bitlife combines the game dynamics of both NBA 2K MyCareer as well as the mobile game BitLife. It is essentially a simulator of the life of an NBA player, from rookie years to retirement. The game starts off with you customizing your player's starting attributes, getting drafted randomly, and then building your player's career up as you progress.

Exceptions:

AlreadyExecutedException - occurs when an event has already occurred once in a year or when the player trains twice in the span of one year.

InjuredException - occurs when the player attempts to do a physical event or trains while they are injured.

Sample Scenarios:

- Scenario 1

1. User creates MyPlayer and starts the game (Initializing values).
 - Event e = new Event();
 - Train t = new Train();
 - Team t1 = new Team("Rain or Shine");
 - Team t2 = new Team("La Salle");
 -
 - t1.assignPlayersToTeam();
 - t2.assignPlayersToTeam();
 -
 - System.out.println("Create your Player!");
 - Player p1 = new Player("Mr. Quantavious Dingleberry IV Jr., PhD", "SG", 100, 1520);
 - System.out.println("Choose your Team!");
 - t1.chooseTeam(p1);
2. User clicks on Event
 - e.chooseEvent(p1);
3. MyPlayer clicks on Secure A Sponsorship.

- e.signDeal(p1);
 - 4. MyPlayer does not get the sponsorship because he isn't popular enough
 - Not popular enough!
 - 5. User clicks on Event again.
 - e.chooseEvent(p1);
 - 6. User clicks on Secure A Sponsorship again.
 - e.signDeal(p1);
 - 7. MyPlayer cannot Secure A Sponsorship because it has already been done. (Exception)
 - Sponsorship already signed this year!
- Scenario 2
1. User creates MyPlayer and starts the game (Initializing values).
 - Event e = new Event();
 - Train t = new Train();
 - Team t1 = new Team("Rain or Shine");
 - Team t2 = new Team("La Salle");
 -
 - t1.assignPlayersToTeam();
 - t2.assignPlayersToTeam();
 -
 - System.out.println("Create your Player!");
 - Player p1 = new Player("Mr. Quantavious Dingleberry IV Jr., PhD", "SG", 100, 1520);
 - System.out.println("Choose your Team!");
 - t1.chooseTeam(p1);
 2. User clicks on Train.
 - t.chooseTrain(p1);
 3. MyPlayer trains at a high intensity.
 - t.intenseTrain(p1);
 4. By chance, MyPlayer gets injured.
 - Training session failed! Overall decreased by 3! You are now also injured!
 5. User clicks on Train again.
 - t.chooseTrain(p1);
 6. MyPlayer trains at a low intensity.
 - t.lightTrain(p1);
 7. MyPlayer cannot train because of injury. (Exception)
 - You are injured and cannot train!
 8. User clicks plus button (+1 year)
 - t.newYear(p1);
 9. User clicks on Train.
 - t.chooseTrain(p1);
 10. MyPlayer trains at medium intensity.

- t.mediumTrain(p1);
- 11. MyPlayer gains +2 OVR.
 - Training session successful! Overall increased by 2!

- Scenario 3

1. User clicks on Event.
 - e.chooseEvent(p1);
2. MyPlayer plays a game.
 - e.playGame(p1);
3. MyPlayer wins the game and gains + 1 OVR.
 - Game won! Overall increased by 1!
4. User clicks on plus sign (+1 year)
 - e.newYear(p1);
5. MyPlayer retires
 - p1.Retire();
6. Retire message appears
 - Congratulations! You've retired with an overall of 61. After a career of 1 year/s, filled with epic plays and wild adventures, you're ready for a new chapter! Plan to spend retirement perfecting your golf swing and dominating the world of esports. Best of luck in this exciting new phase of life!

UML Diagram below:

Integrity - Excellence - Service

