

Fighting Mongoose  
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## Git Hub

master

Filter repositories

GitHub

TriviaMazeFightingMongoos...

Other

triviaMaze

History

- uml 4 days ago by Mason Varias
- maze files 5 days ago by Mason Varias
- UML Draft 5 days ago by ewu-lopezg
- cloned the repo 7 days ago by masonVarias
- SQLite How-To 7 days ago by ewu-lopezg
- Committing all past assignments 7 days ago by ewu-lopezg
- Committing SRS 7 days ago by ewu-lopezg
- Initial commit 7 days ago by ewu-lopezg

uml

Mason Varias 6c5c070

this is the uml generated from eclipse, it is missing the question classes and interfaces as well as the data bases

diagram.gif

UML Diagram

```
classDiagram
    class @OpenMaze {
        + Maze
        + Maze
        + Maze
        + Maze
        + Maze
    }
    class @Map {
        + Map
        + Map
        + Map
        + Map
        + Map
    }
    class @Room {
        + Room
        + Room
        + Room
        + Room
        + Room
    }
    class @Door {
        + Door
        + Door
        + Door
        + Door
        + Door
    }
    class @Location {
        + Location
        + Location
        + Location
        + Location
        + Location
    }
    class @Player {
        + Player
        + Player
        + Player
        + Player
        + Player
    }
    class @Status {
        + Status
        + Status
        + Status
        + Status
        + Status
    }
    class @Open {
        + Open
        + Open
        + Open
        + Open
        + Open
    }
    class @Locked {
        + Locked
        + Locked
        + Locked
        + Locked
        + Locked
    }
    class @Closed {
        + Closed
        + Closed
        + Closed
        + Closed
        + Closed
    }
    @OpenMaze --> @Map
    @OpenMaze --> @Room
    @OpenMaze --> @Door
    @OpenMaze --> @Location
    @OpenMaze --> @Player
    @OpenMaze --> @Status
    @OpenMaze --> @Open
    @OpenMaze --> @Locked
    @OpenMaze --> @Closed
```

## Finished Stories

Icebox	Backlog	Current	Done
<ul style="list-style-type: none"><li>Create Maze Class</li><li>Create Database Architecture UML (GL)</li><li>Update SRS (GL, MV)</li><li>Database Unit Test</li><li>Location Unit Test</li><li>Door Unit Test</li><li>Room Unit Test</li></ul>	<ul style="list-style-type: none"><li>Create Map Class</li><li>Create Character class</li><li>create room class</li><li>create door class</li><li>Create Location Class</li><li>Learn Database</li><li>create question classes</li><li>Add Audio</li><li>Add Video</li><li>add installer</li></ul>	<ul style="list-style-type: none"><li>Set Up Git Hub (GL, MV)</li><li>Create UML (GL)</li><li>Create SRS (GL, MV)</li><li>Learn Eclipse GUI (GL, MV)</li><li>Add Movement to Trivia Maze GUI (MV)</li><li>Create Working Database (GL)</li><li>Create I_Status (MV)</li><li>Create Open Class (MV)</li><li>Create Locked Class (MV)</li><li>Create Closed Class (MV)</li><li>Add Classes to Trivia Maze (GL)</li></ul>	

## Maze Class

```

Maze.java  A_Queue.java  Closed.java  Door.java  L_Path.java  L_Status.java  Location.java  Locked.java  Maze.java  Open.java  Player.java  QuestionMul...
// ...
Location curr = one.getLocation();
Location next;
boolean moved = map[curr.getX()][curr.getY()].down.move();

if(moved)
{
    next = new Location(curr.getX()+1, curr.getY());
    one.move(next);
}
}

public void moveUp()
{
    Location curr = one.getLocation();
    boolean moved = map[curr.getX()][curr.getY()].up.move();

    if(moved)
        one.move(new Location(curr.getX()-1, curr.getY()));
}

public void moveLeft()
{
    Location curr = one.getLocation();
    boolean moved = map[curr.getX()][curr.getY()].left.move();

    if(moved)
        one.move(new Location(curr.getX(), curr.getY()-1));
}

public void moveRight()
{
    Location curr = one.getLocation();
    boolean moved = map[curr.getX()][curr.getY()].right.move();

    if(moved)
        one.move(new Location(curr.getX(), curr.getY() +1));
}
}

```