NpcJson结构

0~30的数字，0~30的数字确定一个大的object类型(a)  
a 必须有如下几个特征：diagtree，blessAddMaxHP（正整数），blessAddArmour（正整数），blessAddDamage（正整数），hasEndedTalk（boolean），abnormalPointType（一定是NPC\_TALK），name(string), intro(string), maxHP(正整数)，HP（正整数），damage（正整数），armour（正整数），gold（正整数），xpGain（正整数），critChance（[0,1]间，最多两位小数），element（必须是“Normal“），可能有的特征：npcBag  
  
其中npcBag的必须特征currentWeight（非负整数），maxWeight（非负整数），itemList(是个list长度不限) 如果itemList非空，其中的object应该有特征id（string），type（string），name（string），description（sring），properties（可能空，若有，应该有特征health（整数），weight（整数），value（整数））

其中diagtree必须有特征 root，root 要有index（非负整数），npcDialog（string），nextDialogs（长度未知的list。。。这后面是树形结构，不知道行不行，特征应当和root的一样），dtype（必须为END\_ATTACK,END\_GIVE\_GOLD，END\_GIVE\_ITEM, END\_NONE, CONTINUE,END\_BLESS\_HP,END\_BLESS\_ARMOR,END\_BLESS\_DAMAGE之一）

I divided our development into 2 stage:

My individual work:

Stage 1:

I wrote some small basic runnable textbase-game case (without giving user too much options). Check the feedback, and design the battle function. Design what attributes a monster/player should have. (entity.class, abnormalPoint.class, monster.class

In the mid-term of the development, we found that we excepted too many functions, which may be beyond our capabilities. We start reconsider the program. Which to remove, which to hold, which to add.

Stage 2

I designed the logical framework of the game process, as well as the main frame of the project. (which should inherits from which etc.)(The draft can be checked on gitlab-developlog package.)

Hold several meetings with my team to remove the interface conflict to make sure the interface is general and everyone in the team have the same general idea.

Designed the data i/o objects (and their structure) to make inner data transfer and inside-outside data transfer. Mostly the basic player.class structure and place.class.

Designed the navigation package (to mark the player's current coordinate and store current info at this position)

I am also in charge of how the monsters generate on the game, how can player react with them, the choice/data-change/result(show what to users). All related functions are designed by me.

My co-work:

I also participated(with teammates) in writing develop log. Designed tests to test the functions (mostly related to functions written by me)

What i am still trying: develop the autoTest (Sadly, i am facing some troubles testify the correctness of the json file by May 19)

Combined with my understanding of the tasks assigned to each person by the group meetings.

Yitao Chen: (u7004563)

I elaborates on the pervious part.

Guanming Ou (u7130469) :

Stage 1: designed card, room,deck and other instance's structure

Stage 2: makes more efforts on the project. He is in charge of parser(recognize the user's input, call the right functions to operate), npc which can talk or trade with user. He is also active on modifying the game logical framework draft, we discuss a lot of details, and modifying other data structure.

Aureliano Yuan (u6714861) :

Stage 1: mainly designed GUI with Yixiang Yin. (I don't know how they assign this part)

Stage 2: mainly designed menu. designed what we should print to the user. according to different situation, give user different options. Also active on group meeting.

Yixiang Yin (u7112271) :

Stage 1: assocaiated with Aureliano Yuan. (I don't know how they assign this part)

Stage 2: in charge of the item function, bag (to store item), npc which can trade with player. and their operation with the player. Not quite active on group meeting. (Sometimes, we other 3 should explain the requirements, new framework, the current completion situation, the next step of our program to him privately serval times)

I wrote the report on May 19th, under that current situation, the completion of tasks assigned to each person is not equal. I suggest the tutor should give contributions to each of us under the completion situation on the demo day.

I suggest the tutor should also have a look at the actual code contributions on gitlab instead of commit number only ( I find that we have lots of useless commit(some only delete 1 blank line, or rename some functions, or add only one sentence of file doc))

Dear Dr. Henry Zhu,

Sorry to bother you again,😢

Here is some evidence I collect to support my contribution statement. (However, I want to make it private) Due by May 20 2:00.

And I want to make a record of the drama our group is having.

(Not considering the quality) Here is the total codes add/delete we have contributed to the project. and the actual codes we contribute to the project.(Considering we only use .java .md, .json are auto-generate by the program) normally we changed small part of json for testing, and won't make a commit for that.

(Considering the quality, not considering the functionality) I will show you some commit examples of Yixiang Yin to show my concerns.

1. <https://gitlab.cecs.anu.edu.au/u7112271/comp2100-group-project/-/commit/3af90f50adb44461526d5cad23f5011856dc5105>
2. There is a behavior of modifying large sections of comments repeatedly.(but this may occur on all of us)
3. Abuse use of commit function. sometimes only add a blank line or 1 sentence of file document.  
   // everyone may have simliar problems like this maybe, i just want to show his actual code-contribution number is not as much as it shows on his commit number and total add/delete line, not mention the quality.

(Considering the code functionality) The other three test their own function at least. The item function and npc\_merchant related function which are assigned to Yixiang Yin on May 14th. is still untested by him till yesterday. (while we try some tests on them yesterday evening, still remain a lot of bugs which make a huge obstacle for other part of the program to function correctly) The other three has done their part of job, and I think yixiang yin didn't keep up with the team.

Till that point, I think everything can still go well.  But as the designer of the program process (With help of my teammates, I can explain the general functions, how data transfer, where to check the status and update infomation), I need to check the completion of each one's work (which is assigned on groupmeetings). I find this issue, and remind yixiang yin of the severe situation our team is facing. (I also marked the absence of him on the several meetings on May 15 and 16, I admit the main meeting is quite long. (4-5hours) ) We other three have made quite a lot consensus, and have to use quite a lot time explain them to him. (we have other individual meetings, and i don't the detail and do not record them on develop log)

Somehow, from that point, Yixiang Yin thinks that he is deliberately targeted by me and becomes quite aggressive, even use some dirty language against me. (I didn't record, because I have no idea what is going on at that time point, but this can be verified by my other teammates in private) He than keeps questioning my desicions(agreed on the groupmeeting he missed), my functions(which is also tested in front of all the group), my code contributions. (These days, my co-coding time with my teammates is over 3-4 hours per day, and I still spend time on testing/modifying them later after the meeting, the other part of my time on the gp is learning the use of fastjson.jar-a lib to testify json) I think he is doing these deliberately and the drama like that lasts 2 days till my email. My other teammates comforts me that the deadline is coming, and we can't afford  a drama like this to become more serious. So i try to remain cool at this point. But I think I need to report this to my tutor to prevent things from getting worse. (I also wish he can use the remaining time to finish the tasks assigned to him correctly, but I personally am not quite confident to that. Because under the current situation, I'm not suitable to urge him to do anything, and my teammates just want to calm things down and play the good guy role, i'm quite worried...Wish our group good luck. )

I'm not a person who likes arguing with others. And I'm writing the email just to report the current drama in our team. In case things become worse. To be frank, in the process of the development, I argues a lot with the other two  teammates as well (mostly on tech tetails, the way we make our functions come true, how our game works), but not once things become personal except this time. I even do not use any stern language as well, just regularly check the completion like what i do to the other two.(Sometimes, they check me as well). Till today i still do not understand why Yixiang Yin chooses dirty language attack me. (Something like"idiot""F\*\*\* your mom""who do think you are"in chinese, pardon me for repeating them on the email). And I'm quite worried about the final result of our game.

**If things goes well, and everyone on my team finishes their part before ddl. I wish this email just remained in the mailbox.(I take this kind of person as who i will inevitably meeting when i move to society) But if things bad happens, i wish the tutor can take the situation into consideration when giving the mark.**

Everything I writes can be verified by my other teammates. (Considering their personality, they may still play good guy role if the verification become public, the actual answers can be gotten if having a quick individual chat with them, i think.)

Thanks for your time for reading the long email. And pardon me for the english language problems.(I'm not in a good mood, and I stay up quite late these days)

Best regards, and may you have a nice day,

Yitao Chen