

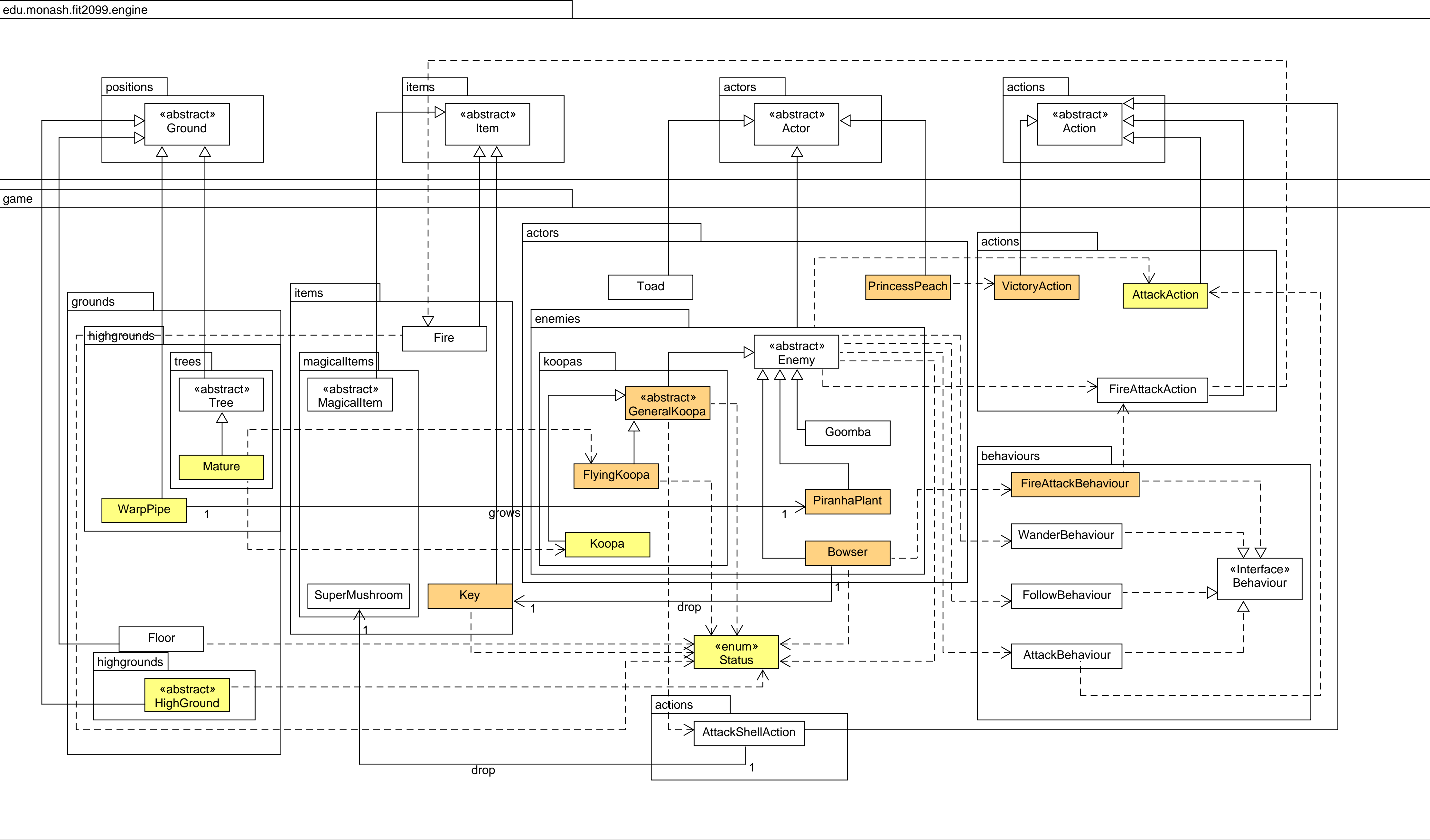
Assignment 3 REQ2: More allies and enemies!

Note

New classes are in Orange color

Modified classes are in Yellow color

Classes from Original Base Code OR classes created in Assignment 2 but without any modifications are in white color



Overall responsibility for New and Modified classes

- 1) WarpPipe: WarpPipe is the place for Player to teleport to second map. It is a class that extends from the Ground class.
- 2) HighGround: HighGround is the ground that only CAN_JUMP or CAN_FLY can enter. It is a class that extends from the Ground class.
- 3) Mature: Mature tree will spawn Koopa or Flying Koopa under spawn rate. It is a class that extends from the Tree class.
- 4) Fire: Fire is used in FireAttackAction and FireAttackBehaviour. It is a class that extends from the Item class.
- 5) Key: Key is dropped by Bowser after Player defeat Bowser. It is a class that extends from the Item class.
- 6) Toad: Toad is an actor who stand in the map, have conversation and business with player. It is a class that extends from the Actor class.
- 7) GeneralKoopa: GeneralKoopa is an abstract class that functions as a base class for subclasses.
- 8) FlyingKoopa: FlyingKoopa is a class represents the enemy in this game which will attack Player automatically. It is a class that extends from the GeneralKoopa class.
- 9) Koopa: Koopa is a class represents the enemy in this game which will attack Player automatically. It is a class that extends from the GeneralKoopa class.
- 10) Enemy: Enemy is an abstract class that functions as a base class for subclasses.
- 11) PiranhaPlant: PiranhaPlant is an enemy who stand at warppipe and attack Player when player come close. It is a class that extends from the Enemy class.
- 12) Bowser: Bowser is an enemy who attack Player by using fires. It is a class that extends from the Enemy class.
- 13) Status: Status is an enumeration class that gives 'buff' or 'debuff'. It is also useful to give a 'state' to abilities or actions that can be attached-detached.
- 14) PrincessPeach: PrincessPeach is an actor who caught by Bowser and wait for Mario. It is a class that extends from the Actor class.
- 15) VictoryAction: VictoryAction is an action for Player to interact with PrincessPeach to end this game. It is a class that extends from the Action class
- 16) AttackAction: AttackAction is an action for Player to attack enemies by weapons. It is a class that extends from the Action class
- 17) FireAttackAction: FireAttackAction is an action for Player to attack enemies by fire. It is a class that extends from the Action class
- 18) FireAttackBehaviour: FireAttackBehaviour is a class contains the fire attack actions of Enemies(Bowser) to attack Player automatically. It is a class that implements Behaviour class.