Fred Maul

Report and Screenshots!!!!!!!

SCROLL DOWN TO SEE SCREENSHOTS

Pokémon Game Simulation against an AI opponent.

For my Pokémon game I tried to learn as much as I could and if there are any misrepresentations it’s due to how I understood the game. My game has a Card class which Trainer, Pokémon’s and Energy extend. After that I have 6 energy classes with fully implemented ability that extends from Energy. Energy is an abstract class which ensures all energy cards can inherit two specific methods for adding damage or adding a chance of a special move. I created 6 Pokémon classes which extend Pokémon. They can use their respected energy to use their Ability. Some Pokémon’s abilities are fully functional. Others simply mock their intended actions. Before I had to recreate my game due to a file override mishap that erased my first project, I had all Pokémon fully functional. I had to settle for my current game due to time constraints. I created 4 specific trainers with fully functional abilities. They can be selected from the players’ hands and used in games. My main game class called Pokémon Game Sim runs much of the game functionality and includes some features I felt were valuable to the game. (Use trainer, Swap to the bench, draw cards, use energies and so on). I have a few tester classes that were created to debug some of the games’ more important features and make sure that in the future I can continue to create a better version of this game and update it throughout my learning process.

I have learned more about Java and Object oriented programming in the past month than I have at my entire time at Stockton. I feel much more confident in my overall understanding of inheritance, abstract classes, and casting . I have learned how to work better in Java and feel more comfortable developing on my own and working through the process of developing a game even though game design is not something I’m interested in.

Things I will carry with me from my experience in project one!

1. Better Planning
2. Better File Management and GitHub use
3. Understanding Object oriented programing on a deeper level
4. Research Techniques
5. Workflow and overall programming thought process

Where did I struggle?

1. I struggled in the beginning with conceptualizing the game
2. Since I have been away from Java, I had to remember and teach myself some of the old programing 2 tricks like Inheritance. Looking at the Java textbook and using good resources helped tremendously.
3. Remembering some keyboard shortcuts to save time

How did I adapt and overcome my challenges?

1. After my initial project was erased, I was mentally defeated. I felt that I was not going to be able to complete the project and since I failed the test, I felt I may have to withdraw and give it another go later. I decided not to quit and I’m happy with what I was able to achieve.
2. Attempt to manage my time and busy music schedule was very tough but again I’m happy with the outcomes.

DO NOT STOP HERE THER IS SCREENSHOTS BELOW

Below are the screenshots of my game Pleas scroll down

Displaying all screen shots and outputs for Project 1 Pokémon Game

The following screenshots show that my game status works and can even use trainer abilities. Pokémon can attack their opponents; players can see their hands and even move a Pokémon to their bench if needed. The game is interactive against an AI opponent. The first three screen shots come from the game simulation against AI. The rest are from debug tester methods. The tester methods will show you that the overall functionality of the game is workable and can easily be adapted into a larger project.

Shot 1)

A screenshot of a computer

AI-generated content may be incorrect.

Shot 2)

A screenshot of a computer

AI-generated content may be incorrect.

Screen Shot 3)

A screenshot of a video game

AI-generated content may be incorrect.

The next screenshot is from my Test All methods tester class and shows that though some function may not be fully implemented due to my work schedule.

A text on a white background

AI-generated content may be incorrect.

Another Tester Method Called Game flow tester which simulates some more in game functions and ensures my game playable. 6 Pokémon, 30 energies and the rest are trainers A screenshot of a computer

AI-generated content may be incorrect.