Implementation of Sokoban
by Group 29

Course: Advanced Object Oriented Programming

Project Task: Design A Framework For Constructing Computer Games

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WHAT DO WE NEED?

Task 1: Controlling Player with Arrow Keys

Task 2: Draw the Limitations with Walls
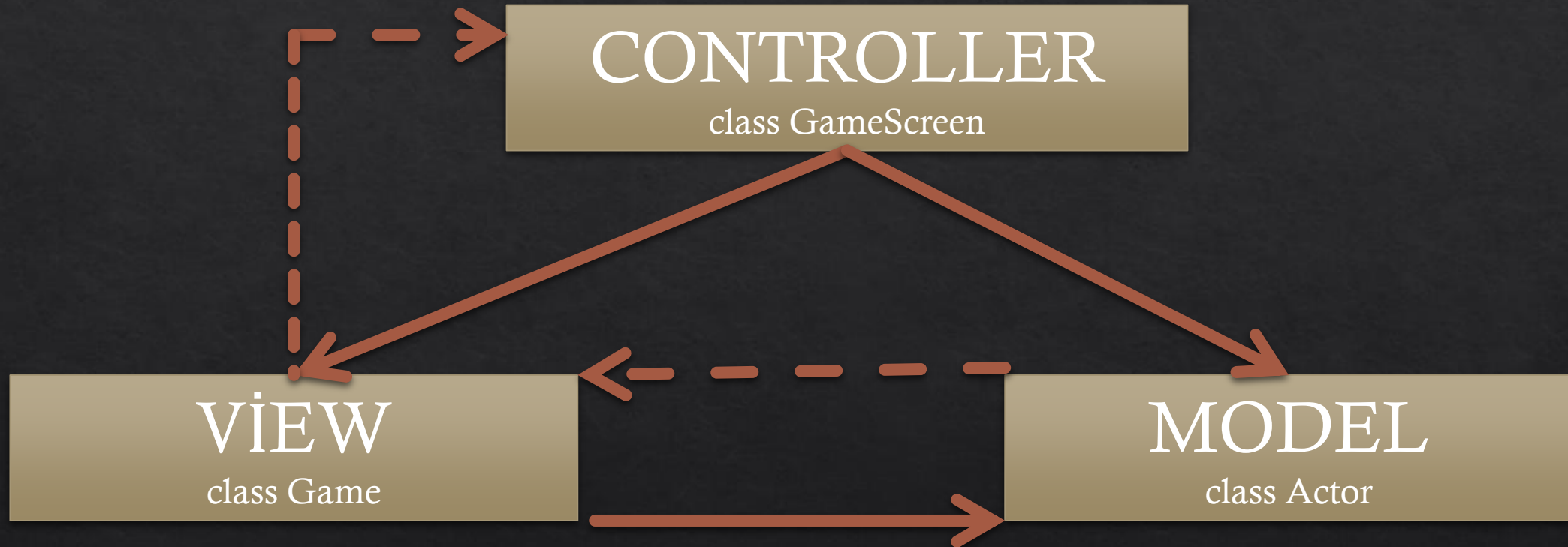
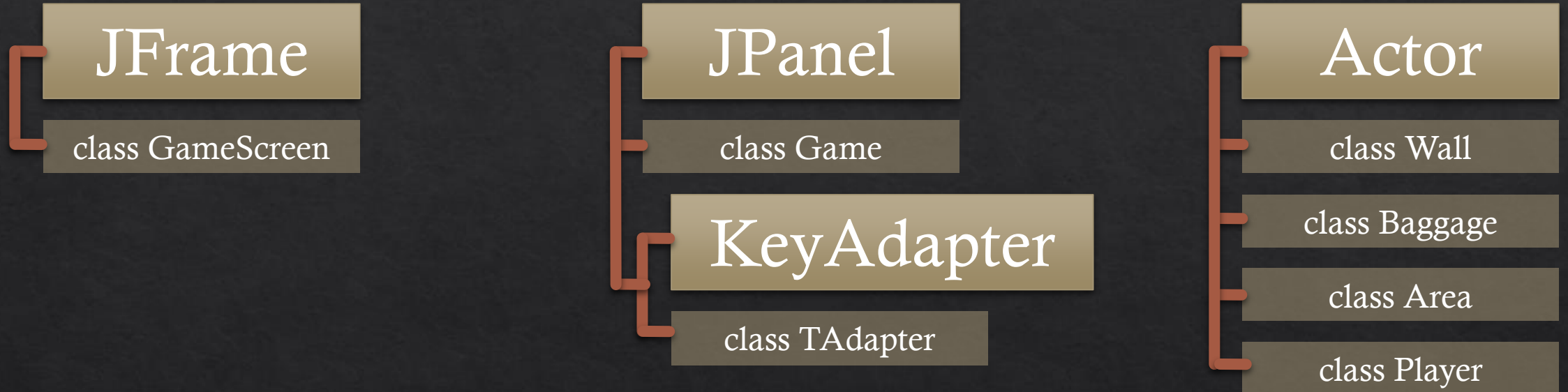Task 3: Player Pushes Baggages

Task 4: Work Done
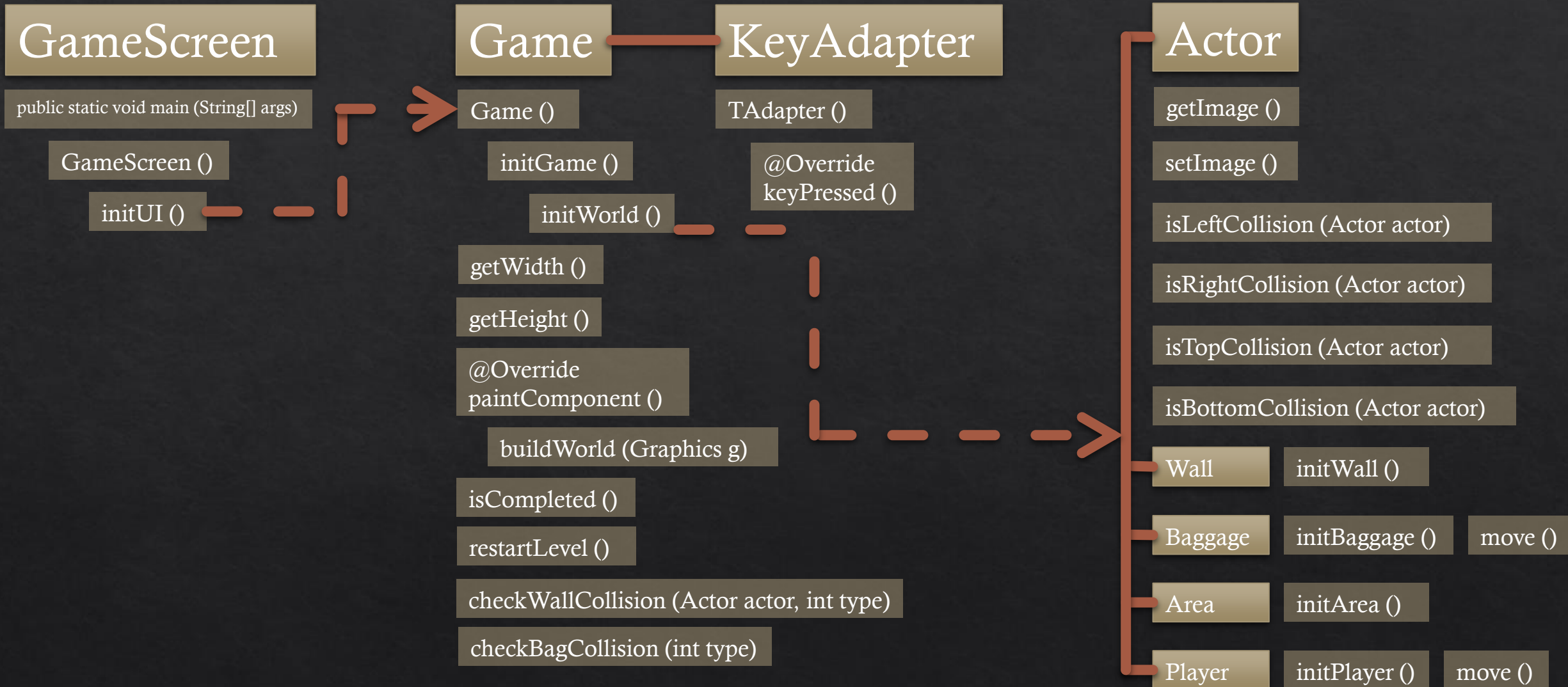
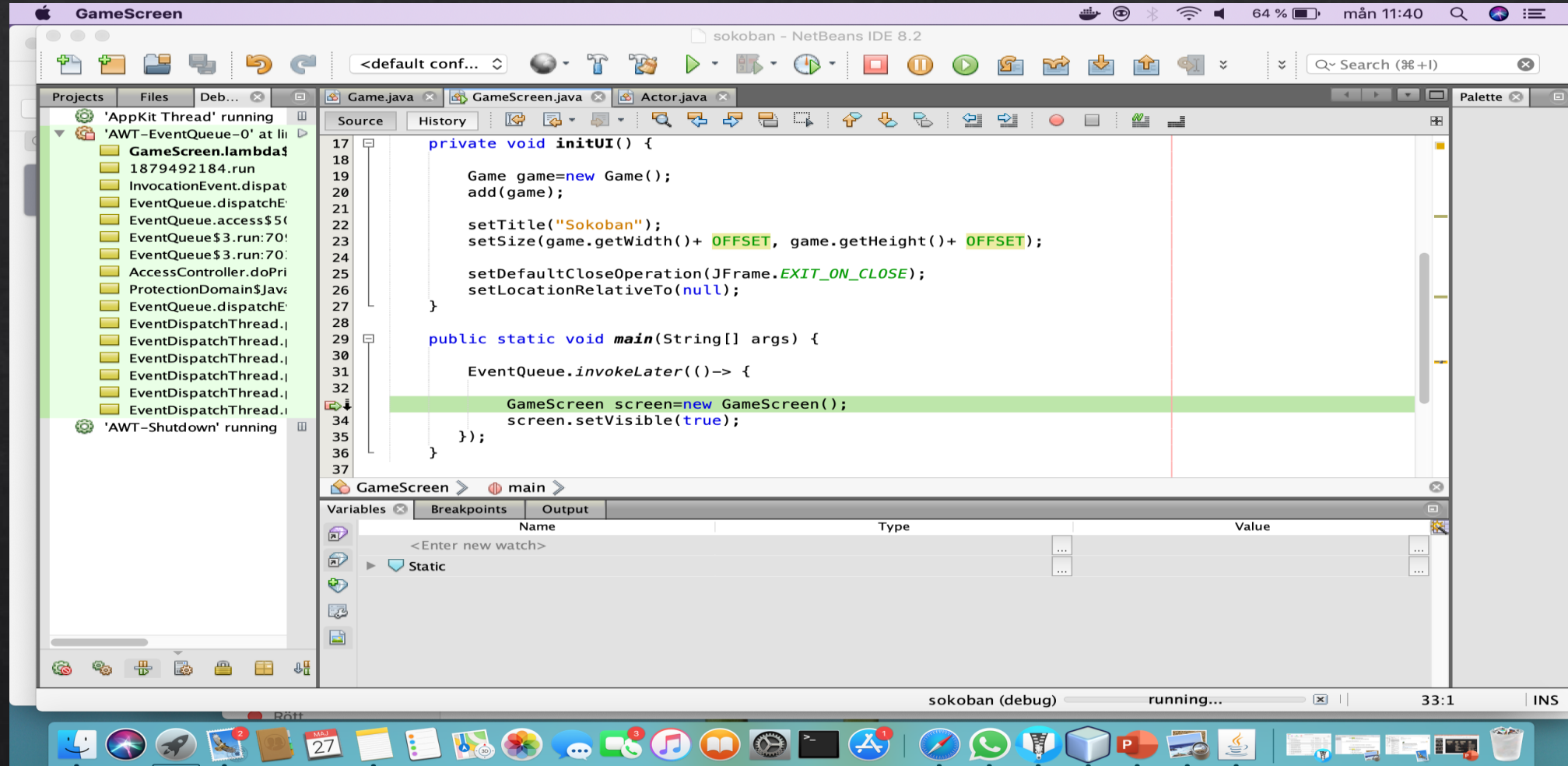Task 5: Design the Level

WHICH PATTERN DID WE USE?

INHERITANCE

JFrame
class GameScreen

JPanel
class Game

KeyAdapter
class TAdapter

Actor
class Wall
class Baggage
class Area
class Player

METHODS

GameScreen

public static void main (String[] args)

GameScreen ()

initUI ()

Game —— **KeyAdapter**

Game ()　　　　　TAdapter ()

initGame ()

initWorld ()　　　@Override
　　　　　　　　　keyPressed ()

getWidth ()

getHeight ()

@Override
paintComponent ()

buildWorld (Graphics g)

isCompleted ()

restartLevel ()

checkWallCollision (Actor actor, int type)

checkBagCollision (int type)

Actor

getImage ()

setImage ()

isLeftCollision (Actor actor)

isRightCollision (Actor actor)

isTopCollision (Actor actor)

isBottomCollision (Actor actor)

Wall　　　initWall ()

Baggage　　initBaggage ()　　move ()

Area　　　initArea ()

Player　　initPlayer ()　　move ()

TEST CODE DEBUGGING

THANK YOU
FOR YOUR ATTENTION!