Thug Life 0.1

by Sebastian Nielsen and Tobias Jacobsen

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Highscore

Input name:

Name: michael

Life: 100

Days left: 18

Money: 1552.0

Location: Germany

USA
Afghanistan
Columbia
Denmark
France

Go!

Buy >>

<< Sell

Market

Name	Qty	Price
Heroin	13	284,8
Cocaine	20	1.092
Amphetamine	83	318
Acid	46	264
Angel Dust	94	348
Crystal Meth	17	1.080
Hash	147	252
Weed	76	276
Mushrooms	152	67,2
Valium	112	319

Inventory

Name	Qty	Avg. price
Heroin	2	1.184
Crystal Meth	1	1.080

Design Class Diagram

World
+ static HashMap createWorld()

FileHandler
+ static List<Player> loadPlayers(String)
+ static boolean savePlayer(List<Player>, String)

<<interface>> EngineInterface
+ ArrayList getCountries()
+ List travel()
+ List<Player> loadPlayers(String)
+ Player getPlayer()
+ String getActiveCountry()
+ double getCredits()
+ double getStartCredits()
+ void addPlayer()
+ void calculateCredits(double)
+ void createPlayer(String, double)
+ void savePlayer(String)
+ void setActiveCountry(String)

GUI_Main
- DefaultListModel listmodel
- EngineInterface engine
- JButton jButton_buy
- JButton jButton_confirm
- JButton jButton_highscore
- JButton jButton_newGame
- JButton jButton_sell
- JButton jButton_travel
- JLabel jLabel_TEXT_DaysLeft
- JLabel jLabel_TEXT_Life
- JLabel jLabel_TEXT_info
- JLabel jLabel_TEXT_market
- JLabel jLabel_TEXT_market1
- JLabel jLabel_TEXT_money
- JLabel jLabel_TEXT_name
- JLabel jLabel_characterPic
- JLabel jLabel_daysLeft
- JLabel jLabel_life
- JLabel jLabel_location
- JLabel jLabel_money
- JLabel jLabel_name
- JLabel jLabel_selectionLeft
- JLabel jLabel_selectionRight
- JList jList_countries
- JPanel jPanel_inventory
- JPanel jPanel_location
- JPanel jPanel_market
- JPanel jPanel_player
- JScrollPane jScrollPane_countries
- JScrollPane jScrollPane_inventory
- JScrollPane jScrollPane_market
- JTable jTable_inventory
- JTable jTable_market
- JTextField jTextField_inputName
- double price
- final ImageIcon brasi2_icon
- final ImageIcon clemenza1_icon
- final ImageIcon deNiro3_icon
- final ImageIcon kay4_icon
- final ImageIcon michael5_icon
- final ImageIcon selectionArrow_left_icon
- final ImageIcon selectionArrow_left_pressed_icon
- final ImageIcon selectionArrow_right_icon
- final ImageIcon selectionArrow_right_pressed_icon
- final ImageIcon sollozo6_icon
- final ImageIcon talia7_icon
- final ImageIcon vitelli8_icon
- final ImageIcon vito9_icon
- int avail
- int nextImg
+ boolean buy()
+ boolean sell()
+ static void main(String[])
+ void autoSell()
+ void changeCharacterIcon()
- void initComponents()
- void initData()
- void jButton_buyActionPerformed(ActionEvent)
- void jButton_confirmActionPerformed(ActionEvent)
- void jButton_highscoreActionPerformed(ActionEvent)
- void jButton_newGameActionPerformed(ActionEvent)
- void jButton_sellActionPerformed(ActionEvent)
- void jButton_travelActionPerformed(ActionEvent)
- void jLabel_selectionLeftMouseClicked(MouseEvent)
- void jLabel_selectionLeftMousePressed(MouseEvent)
- void jLabel_selectionLeftMouseReleased(MouseEvent)
- void jLabel_selectionRightMouseClicked(MouseEvent)
- void jLabel_selectionRightMousePressed(MouseEvent)
- void jLabel_selectionRightMouseReleased(MouseEvent)
- void jTable_inventoryMouseClicked(MouseEvent)
- void jTable_marketMouseClicked(MouseEvent)
- void setLocationText()

GUI_Highscore
- JButton jButton_again
- JLabel jLabel1
- JScrollPane jScrollPane1
- JTable jTable1
- ~ EngineInterface engine
- ~ List<Player> playerList
+ static void main(String[])
- void addData()
- void initComponents()
- void jButton_againActionPerformed(ActionEvent)

Engine
- Country tempCountry
- List<Player> playerList
- Map<String, Country> countries
- Player player
- String activeCountry
- final double START_CREDITS
- final int DAY_CYCLE
- int day
- int randomUpOrDown
- ~ Random random
+ ArrayList getCountries()
+ List travel()
+ List<Player> loadPlayers(String)
+ Player getPlayer()
+ String getActiveCountry()
+ double getCredits()
+ double getStartCredits()
+ void addPlayer()
+ void calculateCredits(double)
+ void createPlayer(String, double)
+ void savePlayer(String)
+ void setActiveCountry(String)
- double calculatePrice(double)
- int calculateAvailability(int)

Drug
- String name
- double basePrice
- double modifiedPrice
- int baseAvail
- int goldenNumber
- int modifiedAvail
+ String getName()
+ String toString()
+ double getBasePrice()
+ double getModifiedPrice()
+ int getBaseAvail()
+ int getGoldenNumber()
+ int getModifiedAvail()
+ void setBaseAvail(int)
+ void setBasePrice(double)
+ void setGoldenNumber(int)
+ void setModifiedAvail(int)
+ void setModifiedPrice(double)
+ void setName(String)

Country
- Drug acid
- Drug amphetamine
- Drug angelDust
- Drug cocaine
- Drug crystalMeth
- Drug hash
- Drug heroin
- Drug mushrooms
- Drug valium
- Drug weed
- List<Drug> drugs
- String name
+ List getDrugs()
+ String getName()
+ String toString()

Player
- String name
- double credits
- int days
- int life
+ String getName()
+ String toString()
+ double getCredits()
+ int compareTo(Object)
+ int getDays()
+ int getLife()
+ void setCredits(double)
+ void setDays(int)
+ void setLife(int)