Thug Life 0.1

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The game satisfies all requirements: A, B, C, D and E.

EXCLUDING:

“Secret pockets” from Req B.

Notes:

a) Sometimes one will experience either prices or quantities

Reaching 0, which can cause some problems for the user.

We think the problem relates to the particular implementation

Of events.

b) It is possible to have the player inventory and

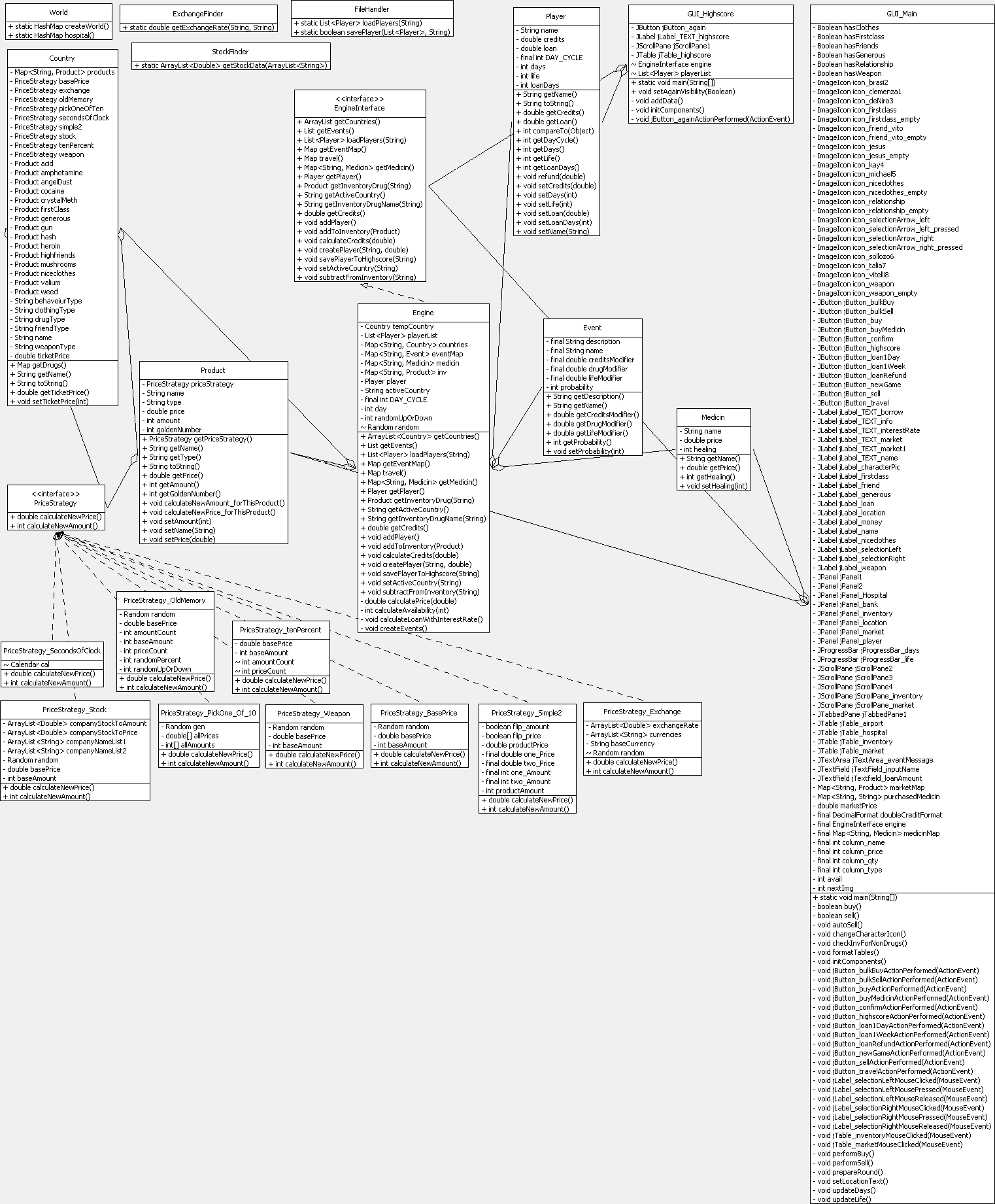
market inventory “desynchronized”, meaning that you might be

able to buy for 5000$ and sell it back for 5001,35$.

c) The jar file won’t launch. Probably something to do with the long startup-time, caused by our web-connected price-strategies…

**We haven’t found definite solutions to these three “bugs”.**



Design Class Diagram