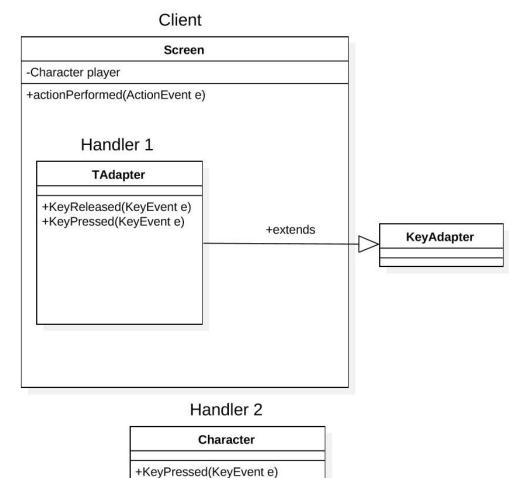
Project Team 14 Side Scrolling Game

Team Members: Andrew Callahan, Jonathan Vu, Kevin Flynn, Hayden Reich

Demo Video



Design Pattern: Chain of Responsibility

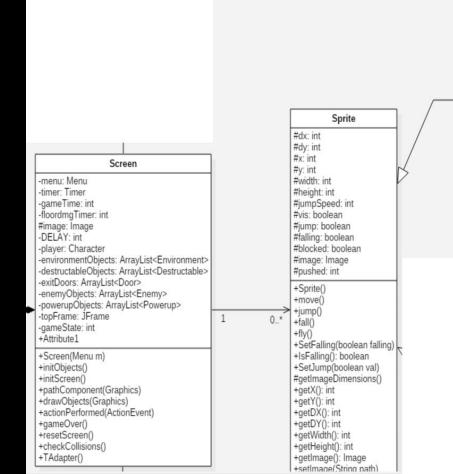


+KeyReleased(KeyEvent e)

Design Pattern: Chain of Responsibility

- Pass Key Press Events
- Active Listener Class Screen
- First Handler Class TAdapter
- Second Handler Class Character

Use Case: Movement



Character

+keyPressed(KeyEvent)

+getHealth()

+getScore()

+Left()

+Right()

+Push(int)

+keyReleased(KeyEvent) +TakeDamage(int)

+UpdateScore(int score)

+setName(String name)

+HandleCollision(Enemy)

+HandleCollision(Environment)

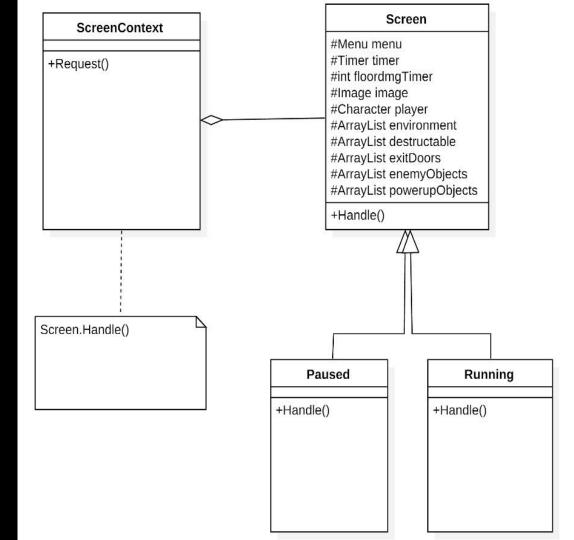
+HandleCollision(Destructable)

+health
+strength
+speed
#score: int
#domgTimeout: int
#leftPressed: boolean
#rightPressed: boolean
#name: String
#id_no: long
+Character()
+initChar()
+Update()

Use Case: Movement

- actionPeformed in Screen/TAdapter
- Calls KeyPressed or KeyReleased in Character
- Calls Move function in Sprite using updated speed/coordinates from Character

Design Pattern: State



Design Pattern: State

- Pause and Running state
- Easily add new states