

# Project Team 14

## Side Scrolling Game

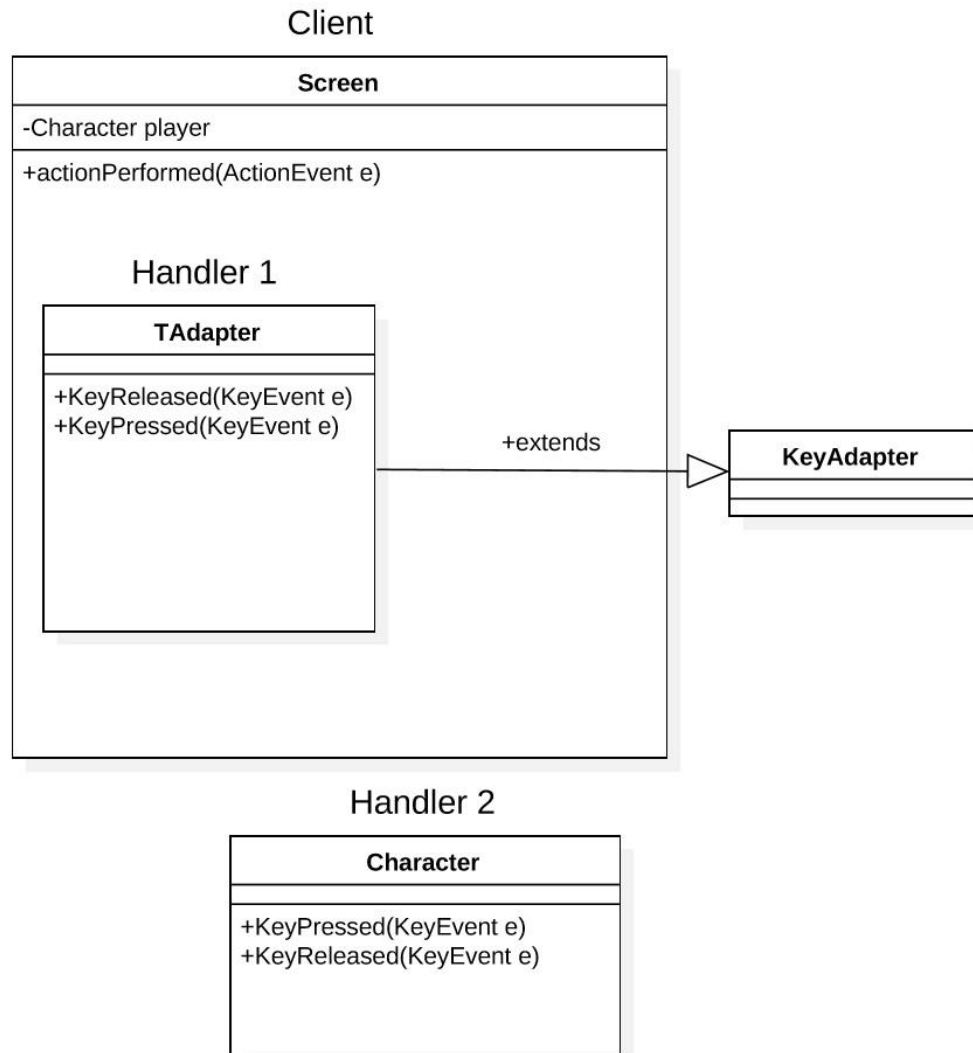
Team Members: Andrew Callahan, Jonathan Vu, Kevin Flynn,  
Hayden Reich

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# Demo Video



# Design Pattern: Chain of Responsibility

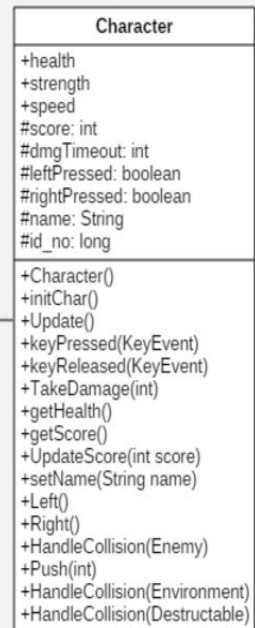
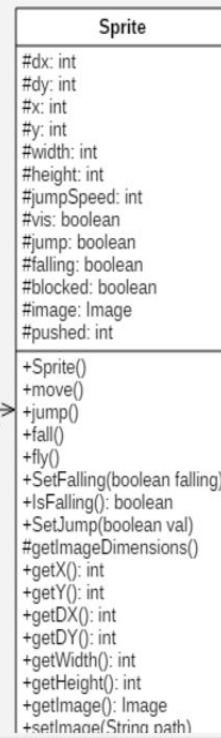
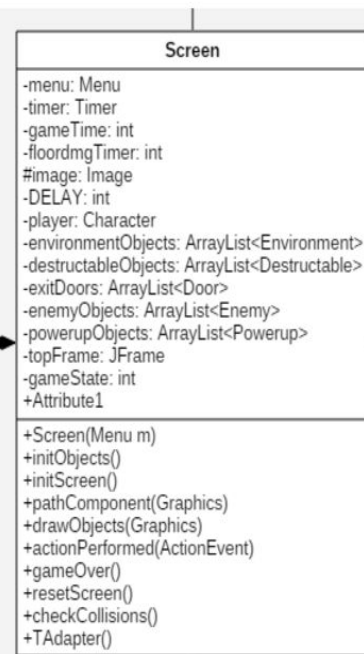


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# Design Pattern: Chain of Responsibility

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

# Use Case: Movement

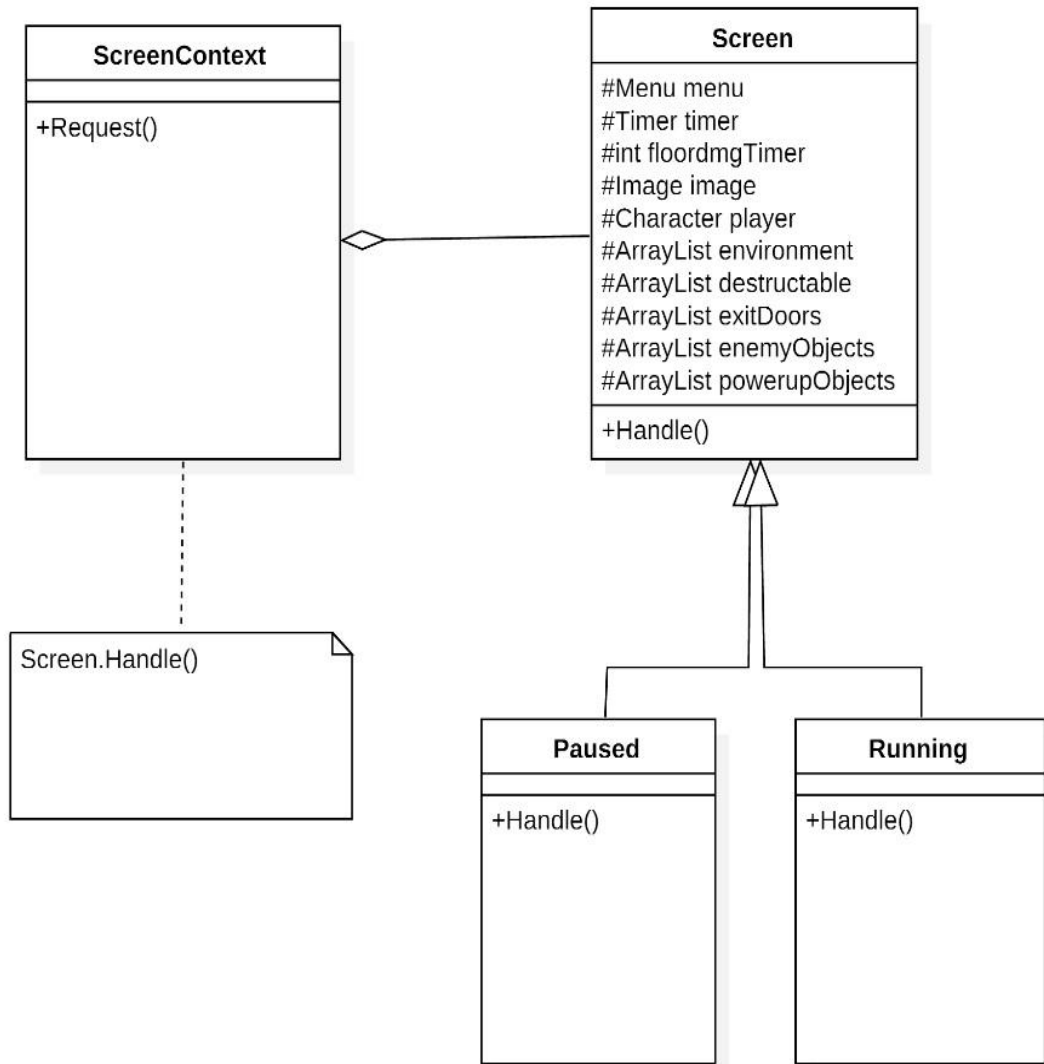


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# Use Case: Movement

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

# Design Pattern: State



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# Design Pattern: State

- Pause and Running state
- Easily add new states