Gregory Jerian

3/1/16

Period 4

Free Form Project Complexity

This code so far only has 4 branch points. 3 are due to if-else if-else statements, and 1 is due to exception handling (While certain methods are called, they either always occur or are part of the if statements and will therefore not be counted as branch points). Most of the code right now is just tons of classes that extend each other and define various types of ships, moves, and other things that are used in the game.

There are 115 lines of code in Main, but altogether there are 373.

So far there are 11 classes and 33 methods.

The inventory class has a variable ship of type Ship. This is the player’s ship. It also has a variable numCrew of type int that keeps track of the number of crew on the player’s ship. All items (including ships, etc.) have names, descriptions, prices, and sell prices (the price the player will get for selling the item back to the shop). Ships extend items, having all the above data fields, but also have health, maximum health, maximum crew, their speed, and their moves (things like firing cannons). Moves have a certain damage and/or effect. All these variables are private – in fact there are no public variables. To access them the user will need to use the provided getters and setters.