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Period 4

Free Form Project Report

Introduction:

My project is a pirating game using Java graphics. You will play as the scourge of the seas, in a brig outfitted for destruction with sails, cannons, and a crew to call you captain. Your target is treasure -- an illegal copy of Photoshop, perhaps season 3 of Parks and Recreation. So yes, maybe not traditional pirates, but more modern ones. And besides, pirating movies and software is much more exciting than buried treasure or British ships.

Connection to APCS Curriculum:

This game will have classes and objects for the characters, pirate ships, treasure, and other things that appear in it. These classes will have some form of an inheritance hierarchy and will be designed according to the object-oriented paradigm (including top-down design, polymorphism, encapsulation, and abstraction). The objects will be kept in data structures to keep track of them, most likely ArrayLists. When debugging the code, I will use exception handling and test portions of it, perhaps with System.out.println statements.