

SENG201: Monster Project

Francis Phan(hph44) and Jonathan Nicholas(jni68)

1. Our application surrounds the GameEnvironment class to support the opening and closing of GUI.
2. Data is stored primarily in the class Player that represents the player.
3. We have aimed to employ best OOP practices in our project, including avoiding “magic numbers” and utilizing aspects of OOP around modularisation. This was how we began our project - by discussing what classes we wanted to implement.
4. Many of our classes are inherited. The inheritance starts with Entity which is a superclass of things in the game. Entities can be traded through the shop. Entities can be Monster or Item. Then we further break down different types of items and different types of monsters using inheritance.
5. The monsters fight by means of completing challenges. There are three types of challenges: Flip A Coin, Rock Scissors Paper, and Quiz.
6. Our project has not been completed entirely to the desired goal we had at the beginning of the project. We both understand our project submission relatively well and have worked tirelessly over the final 24 hours of the project submission timeline to make the game work as effectively as possible.

Francis

We started this project at the start of the term break with me spending much of the final week of the term break working on it. I have definitely learnt a lot about Java and aspects of Software Development through completing this project.

At the start the theme was to simulate something like Minecraft, but we realized it was rather boring. A dramatic shift of the goal was when we agreed that instead of implementing the actual fighting of the monsters, they could complete challenges such as random games and quizzes. This provides far more entertainment value for the player, but it did add a lot more work on us than on other teams.

While I am definitely proud of the maximum effort I have put in, I regret that we have spent too much time on developing the program and not enough time to do unit testing, which is evident in our final program. I think we have got a very good game with good gameplay, however the

complexity of the project may be too far beyond what is required, while we fail to complete all basic tasks as required.

I am particularly proud that we have extensively utilized randomisation in our game, such as around the creation of monsters and the challenges. The game can be played many times and it will be different each time.

Jono and I love the fact that our game is very different and very creative from other pairs, and we would definitely want to improve this game after submitting it.

Jonathan

I started well behind on this project after the end of term 1 exams being more difficult than expected. Francis took the lead and got the project underway and set out some really well thought out classes to base our project on. This project has taught me a lot about the process of game development and the time required to produce a respectable piece of work that I can be proud of. I feel that we have fulfilled the requirements set out for us. My expectations for what we were going to produce were somewhat different to what is submitted in this assignment however I am pleased with the game we have produced.

I feel that we had a few too many holes in our plan for the project when we started. This is definitely something to improve on for next time. This caused us to focus on some parts of the game that are more complex than maybe should have been and others that we were not too sure what had to be done. We have definitely lacked on the testing side for our program and this will likely show in our live demo. If I had contributed more earlier on we would definitely be in a better situation with a more functional and more thoroughly tested program.

Francis was very helpful and considerate in taking recommendations when we needed to find a new way through a problem.

Time spent on Project:

Francis: 230 hours

Jonathan : 160 hours

We agree that Francis contributed to around 60% and Jonathan contributed 40%

Image references:

Southland Farm and Ninety Mile Beach : Google Earth Street View

Monster Icons and Paper Scissor Rock icons from <https://pixabay.com/>