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Make sure that your final document follows the format described in the syllabus.

#### Milestone

I am making my final project a game, more specifically, a mouse click game. A mouse click game relies on simple clicking actions by the user, there are no other features or complex learning curves. The title for the game that is being worked on is still in development, but as of now it is referred to as Project MC. The game is designed to have the user go click to click against three unique enemies.

The reason for Project MC's creation was to entertain small children who enjoy a fantasy setting. This goal is clear once taking into account how beginner friendly this game is. Most that will play will say that it is too easy, but that is the point, it is part of the reason the game was created. I wanted to create this game to entertain my little cousin when I next saw her. The way I view programming is as a pain while coding it, but once it's finished, it's the best feeling. I want to pass my feeling of success when I finish this project to my cousin when she finishes defeating the final boss. As mentioned before this is going to be hard. When I had this idea I knew it would be difficult to code, because my coding skills are mediocre. I underestimated java. Once I started researching clicking based games and some of the key terms required to create one, I realized that this project would be much harder than I previously thought. Especially with learning mouse listener and javafx, but that sense of challenge is just going to make it much more satisfying once Project MC is finished.

I am still in the very early stages of this game. So far, I have created a JPanel called mousePanel and a JLabel called statusbar. These will be important because without these there is no display for the game. I then created a no arg constructor for my Gui class which sets the

background and border layout along with some mouse and mouse motion listeners. Then created another class called handler which implements `MouseListener`, and `MouseMotionListener`. This class keeps track of when the mouse is or is not in the game window and how many times the mouse has been clicked. This is all I have so far. I need to add some pictures for the user to click, a click counter, a way to change the image after a certain number of clicks and a congratulations screen for when the user beats the game.

When Project MC is complete it should have a format as follows: the game will start with a decision by the user to start the game. After the user presses start, an enemy would pop up. Every time the user clicks on the enemy, the enemy loses 1 health. Once the enemy gets to 0 health, he/she would be defeated. When the enemy dies, a bigger enemy with more health will appear. The game will have a total of three enemies until the game is beat. The first enemy the user will encounter will be a goblin with a low health pool, making it easy for the user to understand the game. After defeating the goblin enemy, an ogre with a medium health pool will appear. This ogre will take significantly longer to defeat. After defeating the ogre, the final enemy will appear with a high health pool. The final enemy is a giant. Once the user beats the giant he/she will be congratulated for beating the game.

The goals of this project for me are to create a game that works flawlessly. If I can achieve this then I will have more confidence going forward as a computer science major. I have been struggling with understanding Java and have actually thought of switching from computer science to information systems.

# Bibliography

thenewboston. "Java Programming Tutorial - 74 - Mouse Events." *YouTube*, YouTube, 10 Oct. 2009,

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