

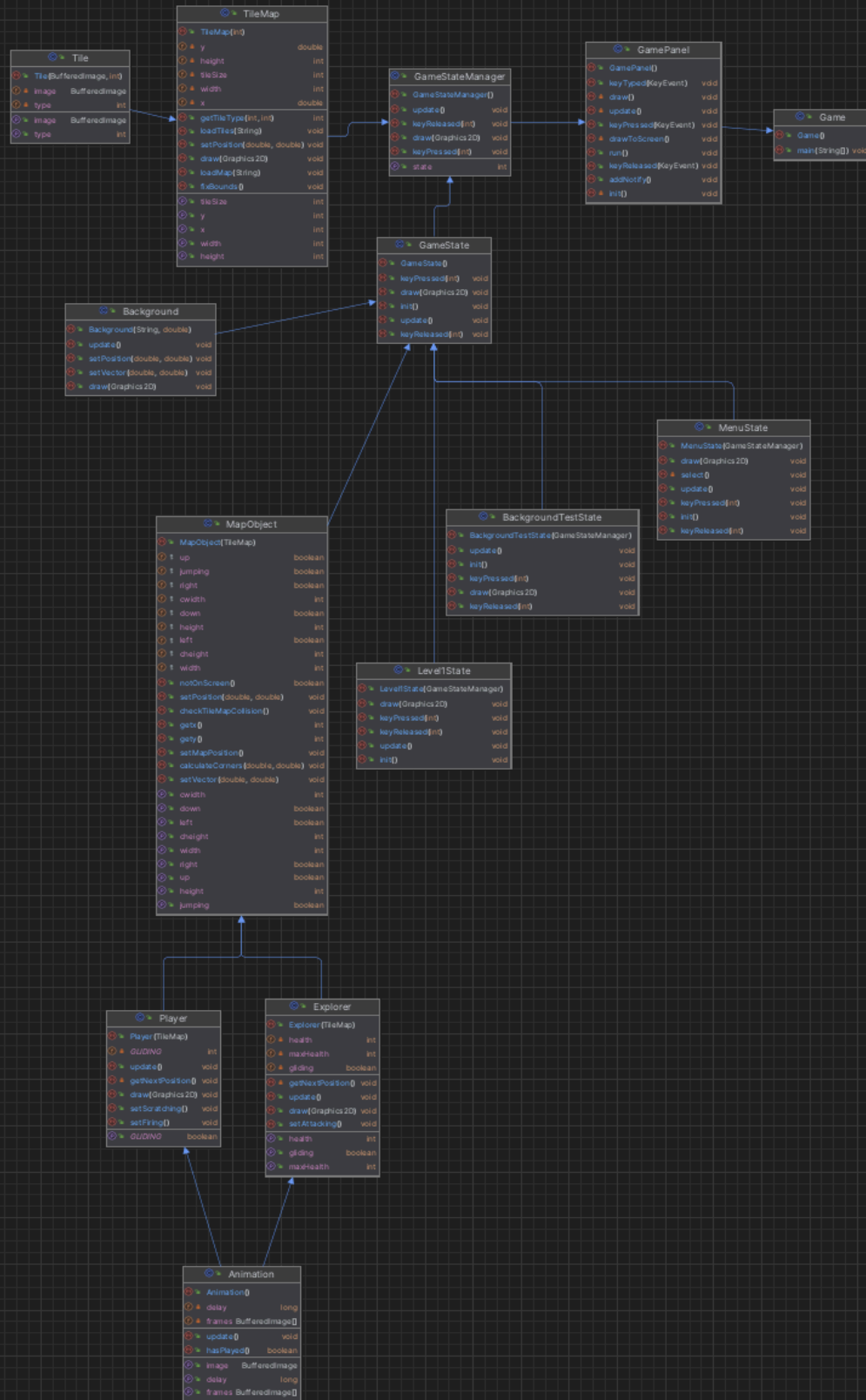
**Status Summary:**

Project Name: Cave Adventure

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The main work I have done so far is figuring out how to use javax.swing JPanel to display the background, tilemap and textures, and player. I have also worked on physics in the game and getting the player to move. Some issues I had were getting different textures to work and the movement and physics were very buggy but I have that mostly worked out. One pattern that I have used has been the state pattern for the GameStateManager that manages what level is being played and the menu screen. Another pattern is the template method which allows me to create subclasses of the abstract class MapObject for players and enemies.

UML Diagram:



## BDD and Test Coverage:

Coverage Tests in 'CaveAdventure.test' x			
Element ^			
Class, %	Method, %	Line, %	
all	92% (12/13)	81% (76/93)	63% (382/597)
Entity	100% (4/4)	92% (35/38)	64% (213/332)
Animation	100% (1/1)	80% (4/5)	66% (10/15)
Explorer	100% (1/1)	87% (7/8)	69% (87/126)
MapObject	100% (1/1)	100% (18/18)	80% (53/66)
Player	100% (1/1)	85% (6/7)	50% (63/125)
GameState	80% (4/5)	84% (21/25)	65% (93/141)
BackgroundTestState	100% (1/1)	83% (5/6)	59% (34/57)
GameState	0% (0/1)	100% (0/0)	100% (0/0)
GameStateManager	100% (1/1)	83% (5/6)	91% (11/12)
Level1State	100% (1/1)	83% (5/6)	84% (27/32)
MenuState	100% (1/1)	85% (6/7)	52% (21/40)
GMain	100% (1/1)	10% (1/10)	17% (6/35)
GamePanel	100% (1/1)	10% (1/10)	17% (6/35)
TileMap	100% (3/3)	95% (19/20)	78% (70/89)
Background	100% (1/1)	100% (5/5)	76% (13/17)
Tile	100% (1/1)	100% (3/3)	100% (5/5)
TileMap	100% (1/1)	91% (11/12)	77% (52/67)

## Bdd Scenarios:

As a player of the game, I want the ability to be able to fight enemies and equip items so i can fight stronger enemies.

## Plan For Completion:

The first thing I plan on doing is fixing the bugs with the player movement. Then I want to implement a factory method and builder pattern for map objects. After that I want to add new and interesting levels, enemies to fight, and maybe items that can be picked up and equipped.