Jason Rodrigues

Project 1 Documentation

The game works by first asking the user how they would like to proceed. The options are to either start a new game, load a game, see the instructions, or there is another option especially for Andy ☺

After that you start off at the castle gates where you must fight a guard. From there you proceed about the castle by moving into different rooms. In certain rooms there are objects that you can pick up. If you die you are returned to an original game state and must start over.

In order to run the game you must download Greenfoot. It is a very quick download and doesn’t take much installation if any

I decided to use Greenfoot which is essentially a Java IDE that is easy to implement a GUI. I wanted the user to be able to see in front of them the options they have. I was originally going to use the PHP Laravel framework to do this but I am not experienced enough yet with Laravel to do so.

It is played by clicking on the actions which will tell you what you can do. Typing instructions in the beginning screen will allow you to see how to play the game as well.

Lessons learned: I feel as if I did a fair amount of abstraction, but as I was diving more in to the code I believe there is more that I could have done to make the code more easily readable. I classify this as a learning experience.