Jacob Beiter

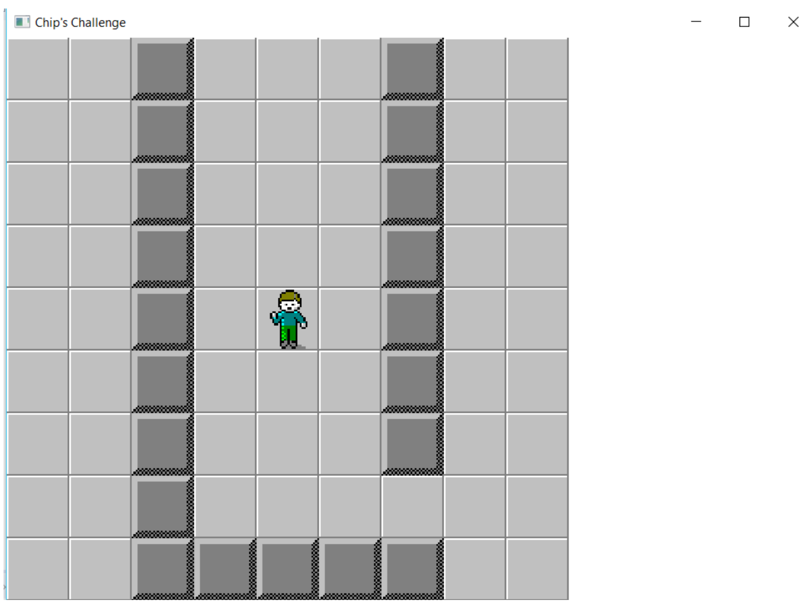
Chip’s Challenge Deliverable

Level1.txt - Notepad

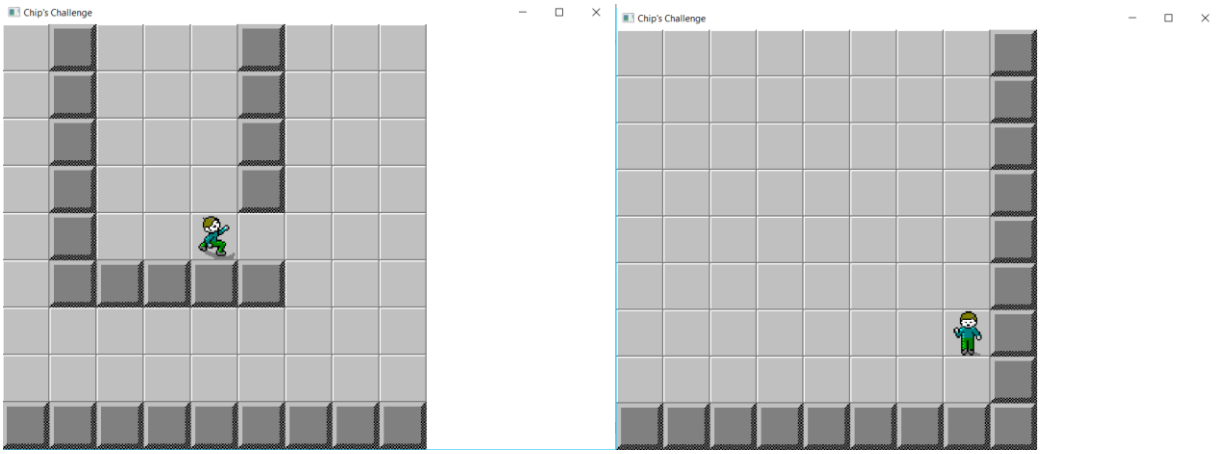
File Edit Format View Help

```
25,25,Level2.txt
x,x,x,x,x,x,x,x,x,x,x,x,x,x,x,x,x,x,x,x,x,x,x,x,x
x,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,x
x,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,x
x,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,x
x,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,x
x,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,x
x,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,x
x,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,x
x,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,x
x,o,o,o,o,o,o,o,o,x,x,x,x,x,o,o,o,o,o,o,o,o,o,o,x
x,o,o,o,o,o,o,o,o,x,o,o,o,x,o,o,o,o,o,o,o,o,o,o,x
x,o,o,o,o,o,o,o,o,x,o,o,o,x,o,o,o,o,o,o,o,o,o,o,x
x,o,o,o,o,o,o,o,o,x,o,o,o,x,o,o,o,o,o,o,o,o,o,o,x
x,o,o,o,o,o,o,o,o,x,o,o,o,x,o,o,o,o,o,o,o,o,o,o,x
x,o,o,o,o,o,o,o,o,x,o,o,o,x,o,o,o,o,o,o,o,o,o,o,x
x,o,o,o,o,o,o,o,o,x,o,o,o,x,o,o,o,o,o,o,o,o,o,o,x
x,o,o,o,o,o,o,o,o,x,o,o,o,x,o,o,o,o,o,o,o,o,o,o,x
x,o,o,o,o,o,o,o,o,x,o,C,o,x,o,o,o,o,o,o,o,o,o,o,x
x,o,o,o,o,o,o,o,o,x,o,o,o,x,o,o,o,o,o,o,o,o,o,o,x
x,o,o,o,o,o,o,o,o,x,o,o,o,x,o,o,o,o,o,o,o,o,o,o,x
x,o,o,o,o,o,o,o,o,x,o,o,o,o,o,o,o,o,o,o,o,o,o,o,x
x,o,o,o,o,o,o,o,o,x,x,x,x,x,o,o,o,o,o,o,o,o,o,o,x
x,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,x
x,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,o,x
x,x,x,x,x,x,x,x,x,x,x,x,x,x,x,x,x,x,x,x,x,x,x,x,x
```

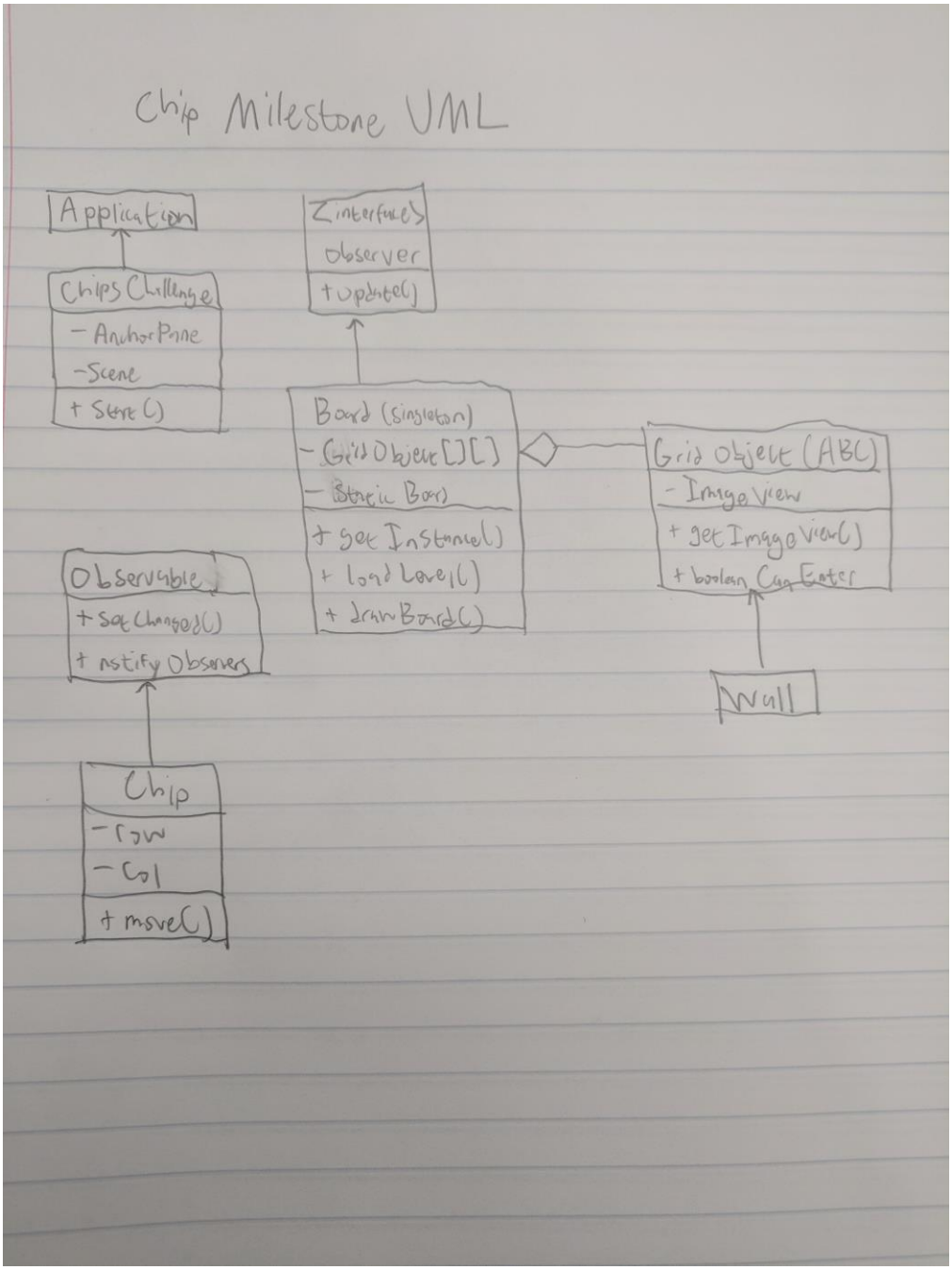
So far, I have the game able to initialize from a .txt file. The top line represents the number of rows, number of columns, and name of the next level to be loaded when this one is complete. ‘x’ represents a wall, ‘o’ represents an open space, and ‘C’ represents Chip.



When we load in the level, we can see Chip standing where he is specified in the txt file. He is near the middle, so he is in the center of the screen. We can move around a little with the arrow keys, and he will stay in the center of the screen.



However, once we reach the corner, the terrain stops moving underneath him, and he moves on it. If you can tell by the position of the ‘x’ to close the window, there is extra space on the right – that is where the readout for chips left, etc will go.



Here you can see the UML diagram for my project so far.

ChipsChallenge is the driver that has the pane, scene, etc, and tells the board to load the level and has it observe Chip. It also receives the key events, and if it's an arrow key passes it to Chip. When he gets an arrow key, Chip asks the board if he can enter the next space. If he can he moves, and sets himself as changed.

The board is observing Chip, so when his position changes it refreshes, moving the ImageViews to reflect the new board state.