Learning diary:

Day 1 (02/07/23):

Started course and read the instructions.

Watching bill butterfield’s Android Studio for beginners videos to remind myself how Android studio works.

Day 2 (03/07/23):

Planned to make role game support app with database, music player, character creator and battle view. I might Possibly make a magic system and view to that if I have time.

Watched Easy tuto’s music player application tutorial <https://www.youtube.com/watch?v=1D1Jo1sLBMo>

Started project and did add a lot of “empty” classes.

Now I have punch of character related classes and there are more classes than in Object Programming course final project. This is going to be huge. I copied loading and saving function from our javaHT since it was my making and by my making I mean it was basically copied from my weekly tasks by me to the javaHT(name of our Object oriented course final project) because why rewrite if you understand it already and it’s just same set of lines.

Now I have class “Character” that holds stats, items and perks which are their own classes.

Stats are named and hold information for it’s own level, xp, maxLvl and xpToNextLvl so each stat can be increased and trained separably.

Items are just collection of name, material, itemType and effects. These effects are added after item creation, like by enchanting or reinforcing.

Material has name, damage, defence, weight, hardness, quality and thaumaticPotential values which are just mostly float, singular string and singular int value.

ItemType also has name, damage, defence, weight, hardness values and list of effects which in this case are just default effects of the weapon, like knife is sharp so it causes might cause bleed and so on.

Effect only includes name and tier values. I might add description if I don’t feel so overwhelmed by my plan. I will add action classes that have information what to do with these.

All of these are serializable to be able deep clone and be saved. I’m going to make storage for stats, items, materials, item types and effects to keep them universal in “game".

Making multiple storages would be essential so I wanted to make abstract class to make multiple easier. First thing I needed to learn in this project.