Names \_\_\_\_\_\_\_\_\_\_\_\_\_Joey Lau and Papa Adams\_\_\_(Project Group 2)\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

1. The project we want to work on is \_\_\_\_\_\_a Simple Java Battle Simulator\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

The game will essentially be a battle sequence (kind of like Pokemon and DnD) that will feature turn-based combat. The player will choose a fighter and battle a random enemy from the pool of fighters and take turns performing actions (attacking, defending(?), special attack, counter(?), and use item(?)). Your fighter will have a display for their hit-points and moves list. The objective is to reduce your enemy’s hit-points to zero. Further elements may be added to the game later if deemed achievable.

2. We want to work on this project because \_\_\_\_\_\_\_\_\_we think that it would be fun to do and challenging enough that it would test our current Java skills, along with testing our ability to learn new ones\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

3. To successfully complete the project, we will need to **improve our Java skills** in these areas: \_\_\_\_\_Knowledge in MVC and being able to utilize the structure to better connect classes together and make the program more efficient and readable. We would also want to improve our skills in using Java Swing so that we can use more functionalities of the GUI editor\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

4. We will need to **learn new Java skills** in these areas: \_\_\_\_\_\_\_\_We both need to learn more of Swing GUI functionalities and how they operate. We’ll also need to learn how to implement certain game logistics (ex. “Pressing this button does this” or “clicking this does this in the game”) and then displaying them with Swing\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

5. We will have the following challenges to overcome in implementing our project using the MVC design pattern: \_\_\_\_\_\_\_We will have to overcome the obstacle of implementing user controls (ex. Clicking on action commands), updating the game interface (ex. Updating hit-point numbers after attacks), and implementing enemy functionality (attacking, defending, etc…)\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

6. Explain whether and why you will use Swing or Fx to complete your project. How familiar are you with Swing and Fx? (Realize that if you use a GUI editor (e.g., the one in NetBeans for Swing or SceneBuilder for Fx) that you are own your own as far as help goes.)

We plan on using Swing because that is the one that we feel most familiar with and were introduced to in previous classes. Though we will look into Fx, and if we feel it would be easier or better than Swing, then we might use it. Our knowledge of Swing GUI is basic, so we will have to improve our skills through research and testing.

7. Why should I believe that you can complete the project you propose on time, with working code that demonstrates the features you will promise for each deliverable?

We are both very organized and responsible programmers that have an interest in making games. We always welcome opportunities to challenge our skills and learn new ways to overcome them. We also believe that we have a good amount of base knowledge that would allow us to start and complete a project at this scale.