Jungle Project Outline

What You Need to Implement

Please include the JungleStudentVerOPT.jar as a referenced library for your project to see the exposed methods and hook in to the GUI.

Your task will be to implement the classes that represent the different tiles and pieces and to program the logic to play the game. Additionally, you will need to implement the methods that are responsible for the core game play, such as determining the winner of a game, and creating a new board.

Here is a list of the classes that you will have to implement:

Tiles
- DenTile
- WaterTile
- TrapTile

Pieces
- JumpingPiece
- SwimmingPiece
- WeakestPiece
- StrongestPiece

Methods to Override
- Class Game:
  - whoWon()
    - This method tells the GUI who won the game using the constant values included in the library (RED/BLACK)
  - initBoard()
  - initPieces()
    - The 2 init methods are used to make a new Game object

Other Items
- Jumping pieces are disabled by default, if you want to enable them, you need to make the relevant method in WaterTile return true when tested using a piece.
- Swimming pieces are disabled by default, if you want to enable them, you need to make the relevant method in WaterTile return true when tested using a piece.

- NOTE: A piece in the water is not able to capture a piece on its move out of the water, this is something that you must be aware when writing the code, we will be checking for this.

Other Notes
- Methods that would return an ArrayList<T> will return a NULL value if there is nothing to return instead of an empty list.

What You Should Have

In the archive package you downloaded, please find the following files and make sure that all items were included.

- This document
- A Java library (jar) that contains all classes required for you to display the GUI. This library also has the base classes for the entire game aside from the ones you must implement.
  - This file will be called "JungleStudentVerOPT.jar"
- A UML file for the project, this can be opened in UML software such as StarUML (staruml.io)
- A rules document in pdf format
- JavaDoc for the project, also available online.

If You Need Help

Remember, help is always available for you from a Java Learning Assistant in the Learning Centre. You can book an appointment online at https://sheridan.mywconline.com and then come by the Learning Centre to get help at the following rooms:

- TRA-C104
- DAV-J314L

Good Luck!