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# DUNGEON CRAWLER

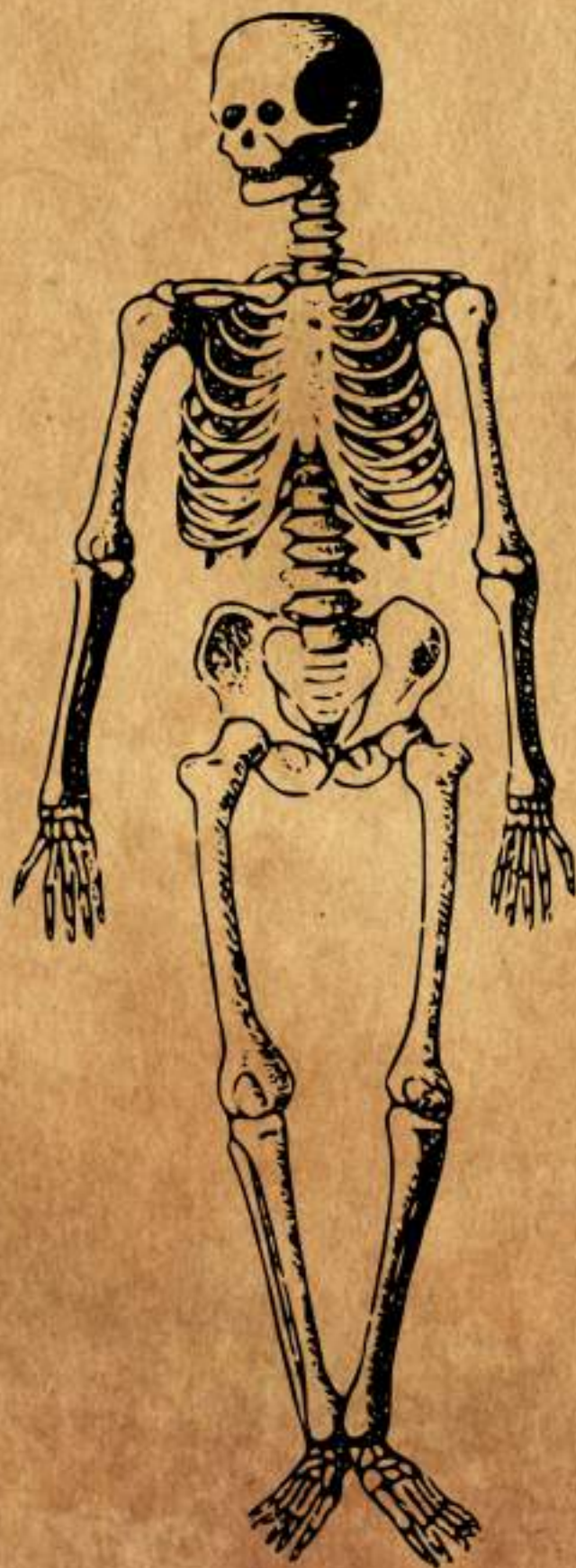
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Create a 2D  
dungeon crawling  
game in Java



# OUR TASKS FOR THE WEEK

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- Feature monsters with movement and attack capabilities.
- Improved movement AI to chase the player if seen.
- The hero has a limited line of sight.
- Items can influence some of the hero's attributes.
- The hero can heal when resting next to a campfire.
- The hero has an inventory system.



# CHALLENGES

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**Working with a massive starter code**

**Using JavaFX for the first time**

**Creating and maintaining file hierarchy**



*Will you find the treasure?*







DEMO



# CODE SNIPPET

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```
1 public abstract class Item implements Drawable {  
2     /*...*/  
3  
4     public abstract void interactWithPlayer(Player player);  
5  
6     /*...*/  
7 }
```







```
1 public abstract class Item implements Drawable {
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3
4     public abstract void interactWithPlayer(Player player);
5
6     /*...*/
7 }
```



```
1 public class Torch extends Item {
2     /*...*/
3
4     @Override
5     public void interactWithPlayer(Player player) {
6         player.addItemToInventory(item);
7         cell.setItem(null);
8         cell.setType(CellType.FLOOR);
9     }
10
11     /*...*/
12 }
```







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THANK YOU  
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