

## Chip's Challenge Intermediate Deliverable

### Features

#### **Board:**

- int[][] grid
- drawBoard()
- drawWalls()
- placePlayers()
- placeChips()

#### **ICharacter:**

- getImageView()
- getX()
- getY()
- move()
- offscreen()
- reset()

#### **Chip:**

- Point chipLocation
- int coins
- HashMap<int, Bugs> bugLocations
- update()
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#### **BugFactory:**

- Point location
- ArrayList<Bugs> bugs

#### **Bugs:**

- Point bugLocation
- Point chipLocation
- update()
- moveBug()

#### **CoinFactory:**

- Point location
- ArrayList<Coins> coins

#### **Coins:**

- Point coinLocation

#### **Keys:**

- Point keyLocation

## Doors:

- Point doorLocation

The UML Diagram doesn't include the features to save space. Please assume the features are inside of the boxes.

