

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

KeyFactory:

- Point location

- ArrayList<Keys> keys

Keys:

- Point keyLocation

DoorFactory:

- Point location
- ArrayList<Doors> doors

Doors:

- Point doorLocation

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

