



**EPIG CHARACTER
CREATOR**

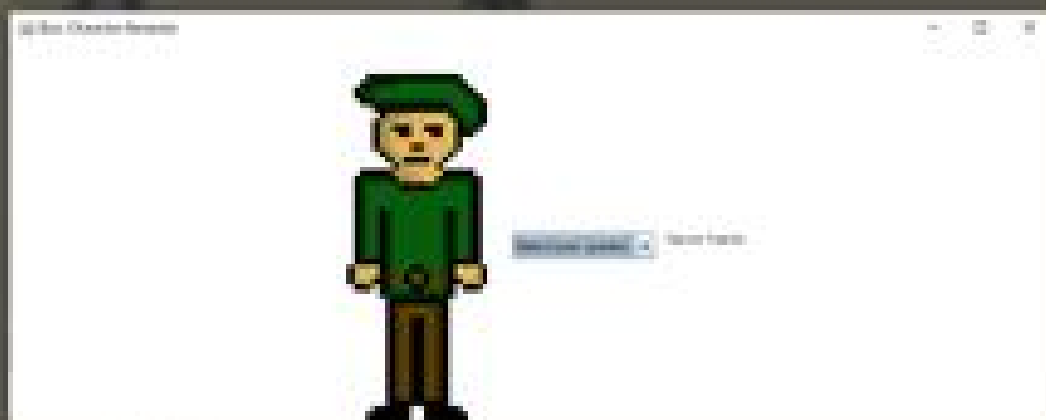
CREATE YOUR CHARACTER

The Epic Character Creator lets you customize your own avatar, including choosing your gender, class, and many different clothing colour combinations. Give them a name, enjoy the upbeat music, then personalize your character to your heart's content!



HOW TO

First, run the program by opening the file called ISUFinalORI.java. Then click the RUN button, or press CTRL+R. Read the welcome message for important information, then OK. Give your character a name, then choose your gender. To move on to the class selection combo box, choose the CHOOSE CLASS choice from the gender combo box. After choosing a class, choose CUSTOMIZE CHARACTER from the class combo box. Then customize the colours of your character how you please! When finished, choose the DONE combo box selection in the pants colour combo box.



CLASSES

HEAVY

Characters of class Heavy are big, strong, yet slow. They can absorb more damage than Mediums or Lights because they have the most health. They typically protect other players of low health classes.

Medium

Characters of class Medium have attacks less devastating than Heavies, but can release them quicker. They are faster and smaller than Heavies, but have less health. They typically stay behind the Heavies but fight the enemy head on.

Light

Characters of class Light are very fast, are the smallest, but have the least health. Their attacks have the least damage, but release them the quickest. They typically flank behind enemy lines and use their speed to enter and escape.

NEW CODE AND CONCEPTS

MULTIPLE JPANELS & LAYOUT MANAGERS

To separate the picture, combo box and text area better, I used multiple JPanels within one master JPanel container, each with different layout managers.

JTEXTAREA

Used to display a large amount of text in a set rectangle. Easier to manipulate the look of the text than JLabels.

PLAYING AUDIO

I used the `AudioInputStream` class to play a wav file located in the same directory as the main java file.