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SER 316

Assignment 5b

I have made the FarmGame into (3) Design Patterns with Singleton, Decorator and Factory pattern. Farm Game requirement on each Design Patterns below:

SingletonGame:

- 1. The simulation should run on cycles.
- 2. Passive currency is earned with each new day
- 3. Animals and crops cost currency to purchase.

DecoratorGame:

- 1. animals have affinities
- 2. Animals reside on farms
- 3. New animals are added in each cycle

FactoryGame:

- 1. Farms are automatically upgraded once the farm has acquired enough currency.
- 2. A new world must start with at least 1 farm.
- 3. Farms can be of different types, such as an animal farm, a crop farm, a hybrid farm and so on. You can choose to make something up too.

Checkstyle and Spotbugs results:

Checkstyle Results

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le				Total violations
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\Users\kv	van\OneDrive - Tesla\Desktop\Personal\Git\ser	316-fall23B-ktwan\FarmGameBackup\src\main\java\con	n\example\farmgamebackup\DecoratorGame\BasicFarm.java	
verity	Description			Line Number
ming	Package name 'com.example.farmgamebackup.Deco	ratorGame' must match pattern '\[a-z]+(\.[a-z][a-z0-9]*)*\$'.		1
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rerity	Description			Line Number
ming		ratorGame' must match pattern '^[a-z]+(\.[a-z][a-z0-9]*)*\$'.		1
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SpotBugs Report

Project Information

Project: FarmGameBackup (spotbugsMain)

SpotBugs version: 4.4.1

Code analyzed:

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Metrics

348 lines of code analyzed, in 17 classes, in 3 packages.

Metric	Total	Density*
High Priority Warnings	5	14.37
Medium Priority Warnings	5	14.37
Total Warnings	10	28.74

(* Defects per Thousand lines of non-commenting source statements)

I was unable to get my Junit and Jacoco running in IntelliJ. Test cases directories are pulling at my main files, causing it to cripple. It may have something to do with my gradle build and JUNIT version match,

but unfortunately I have to delete them to make the code compile. My last Jacoco run was successful in Eclipse but I am running out of time due to gradle issue.

Also, github action fails mostly because of the version mismatch I have with my gradle and the wrappers in github. My system was running fine locally but github was unable to find the build for some reason. My build can be shown in my local machine during screencast.

Screencast Link Below:

https://www.youtube.com/watch?v=kHwIUCGpPT8

Github:

https://github.com/ktwanasu/ser316-fall23B-ktwan