SENG201 Project Report

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This report wants to briefly explain the structure, testing and the strengths and possible weaknesses of the application HeroesAndVillains.

This project focus has been to put into practice and master the basics of the Java programming language API and to develop an efficient way of collaborating on a project in a software development context.

The project counts over 50 Java classes (excluding JUnit test classes), doing so it was possible to create highly flexible and reusable code. The main classes present in this project are Character.java, Collectable.java and Building.java, these three abstract classes are the backbone of this project structure and they are also the ones that characterise and enforce an expected behaviour in the child classes. On top of these initial structure the classes such as Hero, Villain, Hospital, HealingItem, Armor and any other class that extends one of the three initial classes was created, in this part of the project the use of enumarations was fundamental to