



Proyecto 2

Batalla de races

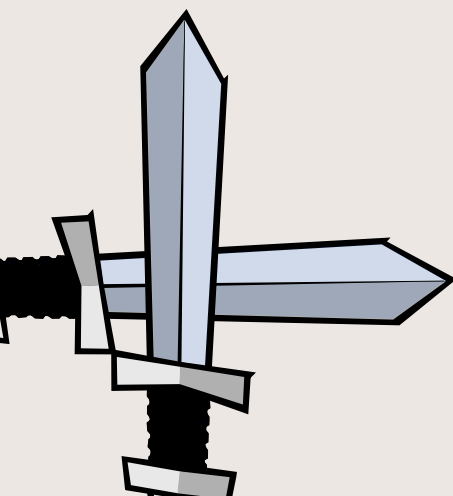


Presentado por:

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Martí Miranda

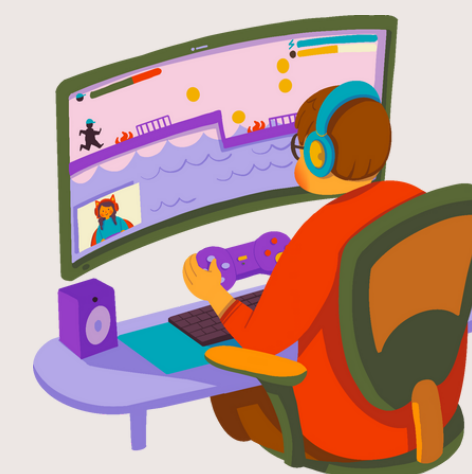
Valeria Párraga





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- ¿Jugamos?



Introducción

¿En qué consiste el proyecto?

Objetivos

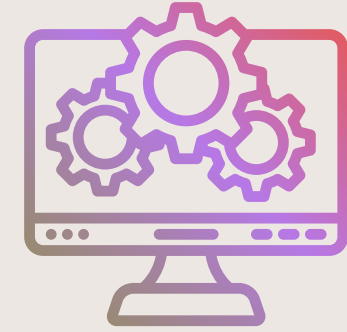
Organización



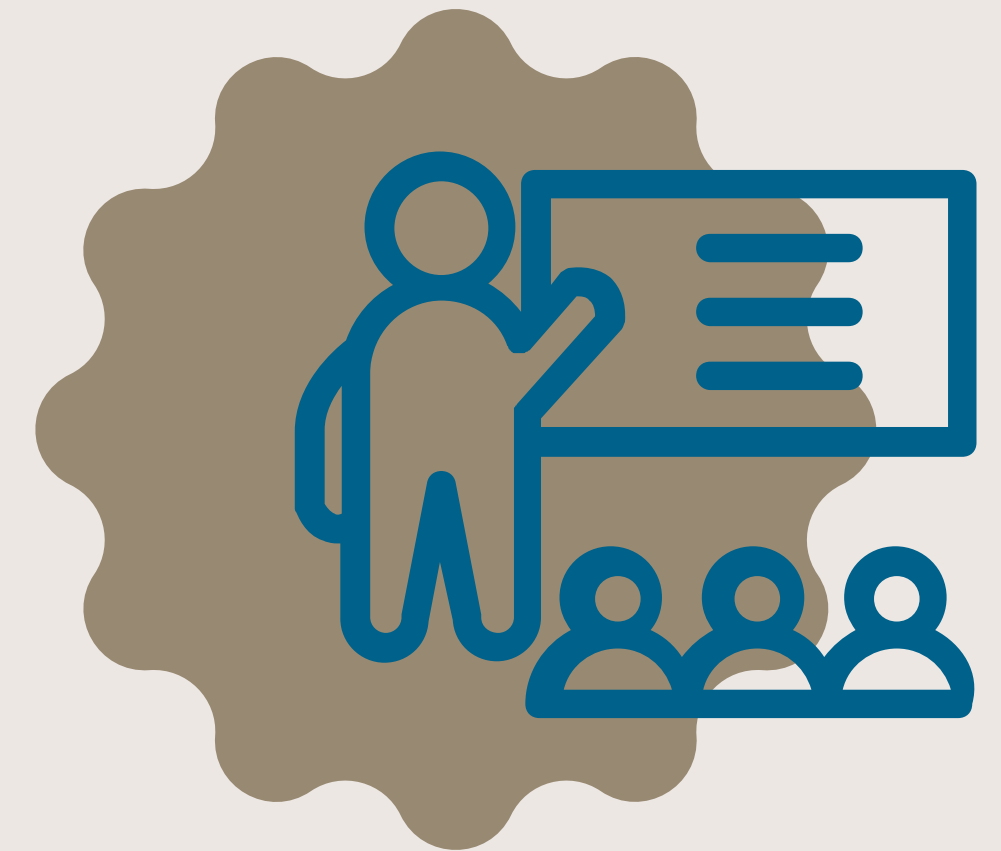
BATALLA de RACES

[illegible]

M01 Sistemas operativos



Manual del usuario

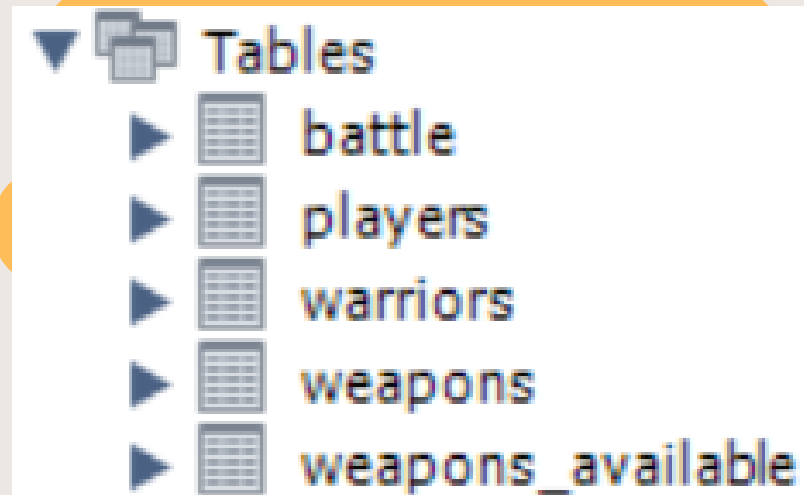


**Presentación Power
Point**

M02 Bases de datos



Creación BD



**Creación tablas
y
inserts**

```
String query = "SELECT weapon_id FROM weapons_available WHERE warrior_id = ?";  
stmt = conn.prepareStatement(query);  
stmt.setInt(1, warrior2.getId());  
rs = stmt.executeQuery();
```

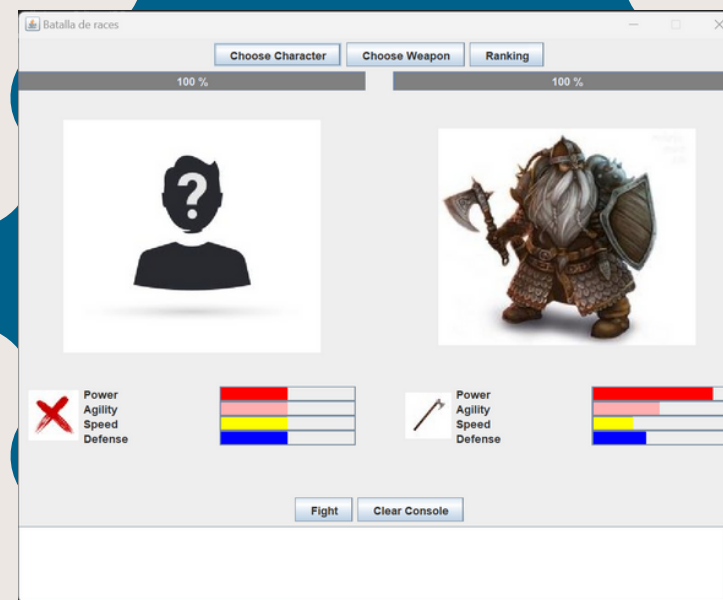
Consultas de BD

M03 Programación



```
public class WarriorContainer {  
  
    // Atribut: un arrayList que conté els guerrers de la BBDD  
    private ArrayList<Warrior> warriors;  
  
    // Constructor: crea l'arrayList de guerrers  
    public WarriorContainer() {  
        this.warriors = new ArrayList<>();  
    }  
  
    // Getter: retorna l'arrayList de guerrers  
    public ArrayList<Warrior> getArrayListWarrior() {  
        return this.warriors;  
    }  
  
    // Setter: assigna el valor inicial a l'arrayList de guerrers  
    public void setArrayListWarriors(ArrayList<Warrior> warriors) {  
        this.warriors = warriors;  
    }  
  
    // Mètode: es connecta amb la BBDD, a la taula de guerrers i comple  
    public void carregarWarriorsFromDB() {
```

Clases
WarriorContainer
y
WeaponContainer



Interfaz gráfica

```
public void lluita(Warrior[] luchadores, Warrior warriorreal, Warrior warriorbot) {  
    //Two variables are saved that represent each fighter's starting life  
    int vidaInicialWarriorReal = warriorreal.getPuntsVida();  
    int vidaInicialWarriorBot = warriorbot.getPuntsVida();  
    delay(2000);  
    consola.setText("");  
    //An ArrayList is created with the names of the players  
    ArrayList<String> nom = new ArrayList<String>();  
    nom.add(nomUsuari);  
    nom.add("Bot");  
    //An ArrayList of each player's starting life is created  
    ArrayList<Integer> vidas = new ArrayList<Integer>();  
    vidas.add(luchadores[0].getPuntsVida());  
    vidas.add(luchadores[1].getPuntsVida());  
    //An Array is created to store the two progress bars that represent each fighter's percentage of life  
    JProgressBar barras[] = new JProgressBar[2];  
    barras[0] = progressBar1;  
    barras[1] = progressBar2;  
  
    //In case the first fighter has greater speed than the second.  
    if (luchadores[0].getVelocitat() > luchadores[1].getVelocitat()) {  
        //Iteration that ends when one of the two fighters runs out of life points  
        while (luchadores[0].getPuntsVida() > 0 && luchadores[1].getPuntsVida() > 0) {  
            consola.append("\n" + "Torn de " + nom.get(0));  
            //The success variable is calculated to determine whether the attack succeeds or not  
            int exit = (int) (Math.random() * 99) + 1;  
            if (luchadores[0].getAgilitat() * 10 > exit) {  
                //The attack succeeds and the dodge variable will be generated which will determine if the defender v  
                consola.append("\n" + "L'atac ha tingut exit!!");  
                int esquivar = (int) (Math.random() * 49) + 1;
```

Mecànica batalla

M04 Lenguaje de marcas </>

```
xml > % battle.xml > @ BATTLE > @ ROW > @ warrior_weapon_id
1 <?xml version="1.0" encoding="UTF-8"?>
2 <BATTLE>
3 <ROW>
4 <battle_id>5</battle_id>
5 <player_id>6</player_id>
6 <warrior_id>3</warrior_id>
7 <warrior_weapon_id>4</warrior_weapon_id>
8 <opponent_id>1</opponent_id>
9 <opponent_weapon_id>5</opponent_weapon_id>
10 <injuries_caused>77</injuries_caused>
11 <injuries_suffered>105</injuries_suffered>
12 <battle_points>20</battle_points>
13 </ROW>
14 <ROW>
15 <battle_id>3</battle_id>
16 <player_id>5</player_id>
17 <warrior_id>5</warrior_id>
18 <warrior_weapon_id>9</warrior_weapon_id>
19 <opponent_id>10</opponent_id>
20 <opponent_weapon_id>8</opponent_weapon_id>
21 <injuries_caused>45</injuries_caused>
22 <injuries_suffered>0</injuries_suffered>
23 <battle_points>19</battle_points>
24 </ROW>
25 <ROW>
26 <battle_id>1</battle_id>
27 <player_id>1</player_id>
28 <warrior_id>10</warrior_id>
29 <warrior_weapon_id>4</warrior_weapon_id>
30 <opponent_id>7</opponent_id>
31 <opponent_weapon_id>9</opponent_weapon_id>
32 <injuries_caused>0</injuries_caused>
33 <injuries_suffered>0</injuries_suffered>
34 <battle_points>0</battle_points>
35 </ROW>
36 <ROW>
37 <battle_id>2</battle_id>
38 <player_id>2</player_id>
39 <warrior_id>10</warrior_id>
40 <warrior_weapon_id>2</warrior_weapon_id>
41 <opponent_id>7</opponent_id>
42 <opponent_weapon_id>3</opponent_weapon_id>
43 <injuries_caused>19</injuries_caused>
44 <injuries_suffered>42</injuries_suffered>
45 <battle_points>0</battle_points>
46 </ROW>
47 <ROW>
48 <battle_id>4</battle_id>
49 <player_id>6</player_id>
50 <warrior_id>8</warrior_id>
51 <warrior_weapon_id>3</warrior_weapon_id>
52 <opponent_id>5</opponent_id>
53 <opponent_weapon_id>3</opponent_weapon_id>
54 <injuries_caused>25</injuries_caused>
55 <injuries_suffered>60</injuries_suffered>
56 <battle_points>0</battle_points>
57 </ROW>
58 </BATTLE>
59
```

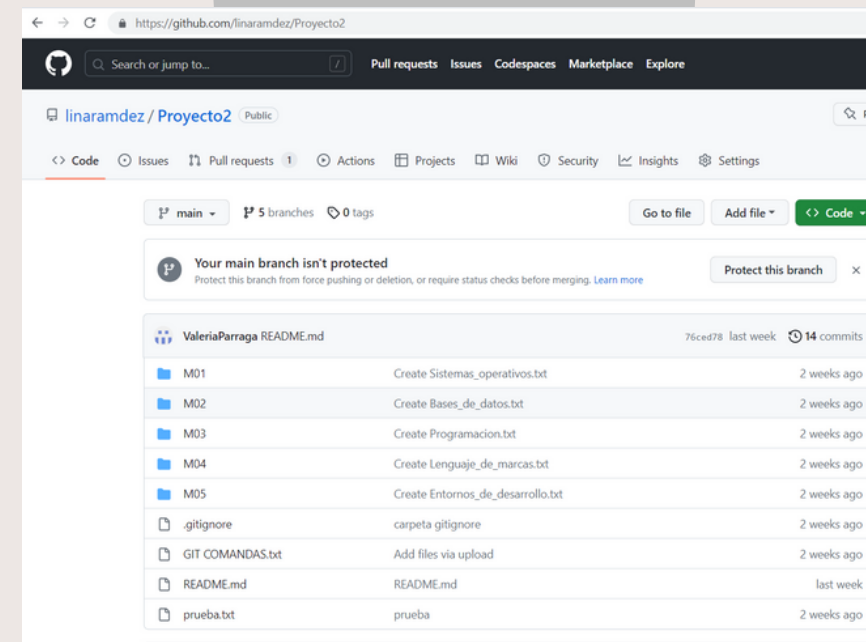
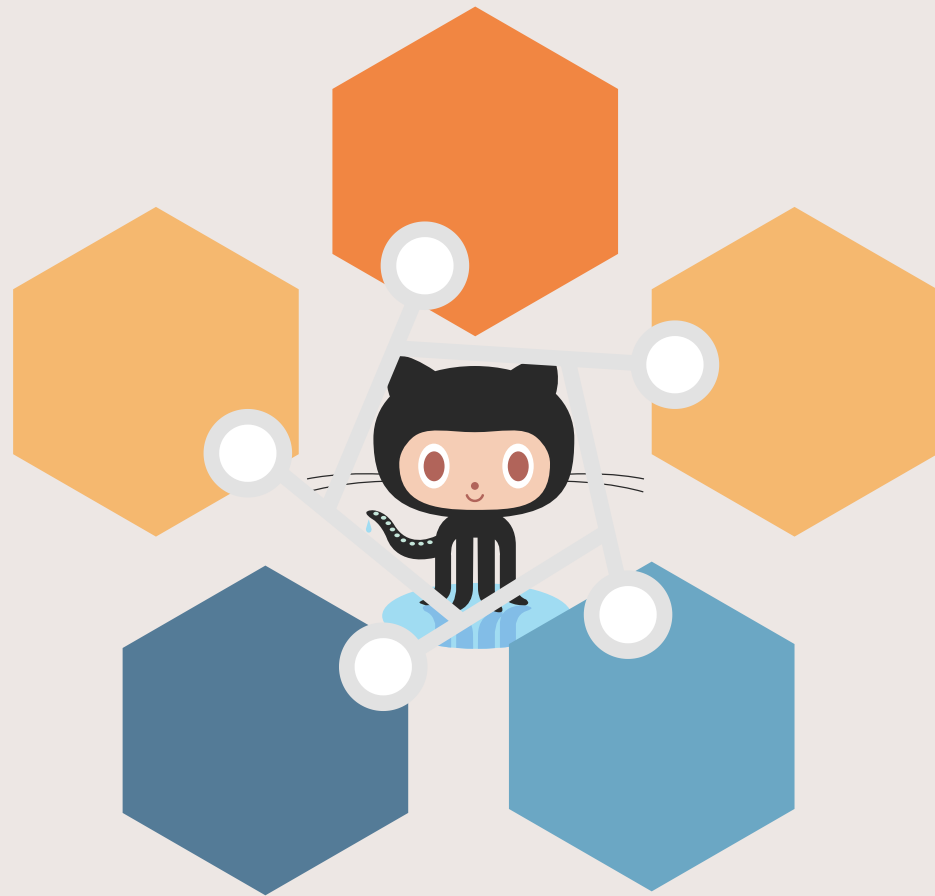
Exportar tabla (battle)
BD a XML

BATALLAS DE RACES								
Battle	Player	Warrior	Warrior weapon	Opponent	Opponent weapon	Injuries Caused	Injuries Suffered	Battle Points
4		4	4	3	5	3	60	48
6		6	2	3	8	8	60	36
7		7	2	3	4	1	69	66
1		1	1	4	3	3	32	50
2		2	9	4	5	2	42	40
3		3	2	3	8	3	44	54
5		5	9	5	6	8	19	40

Transformar XML a
HTML



M05 Entornos de desarrollo



GitHub

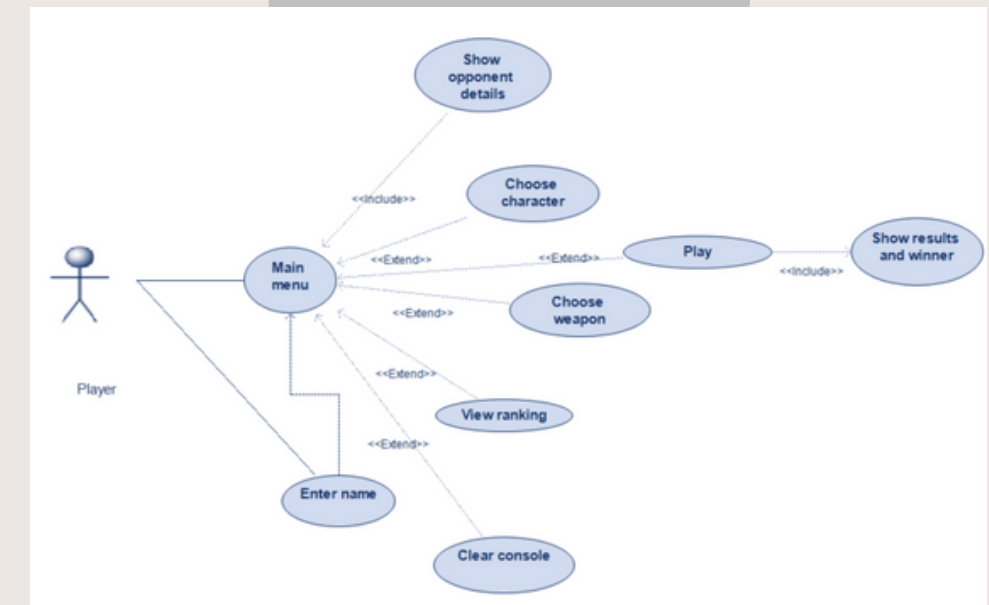
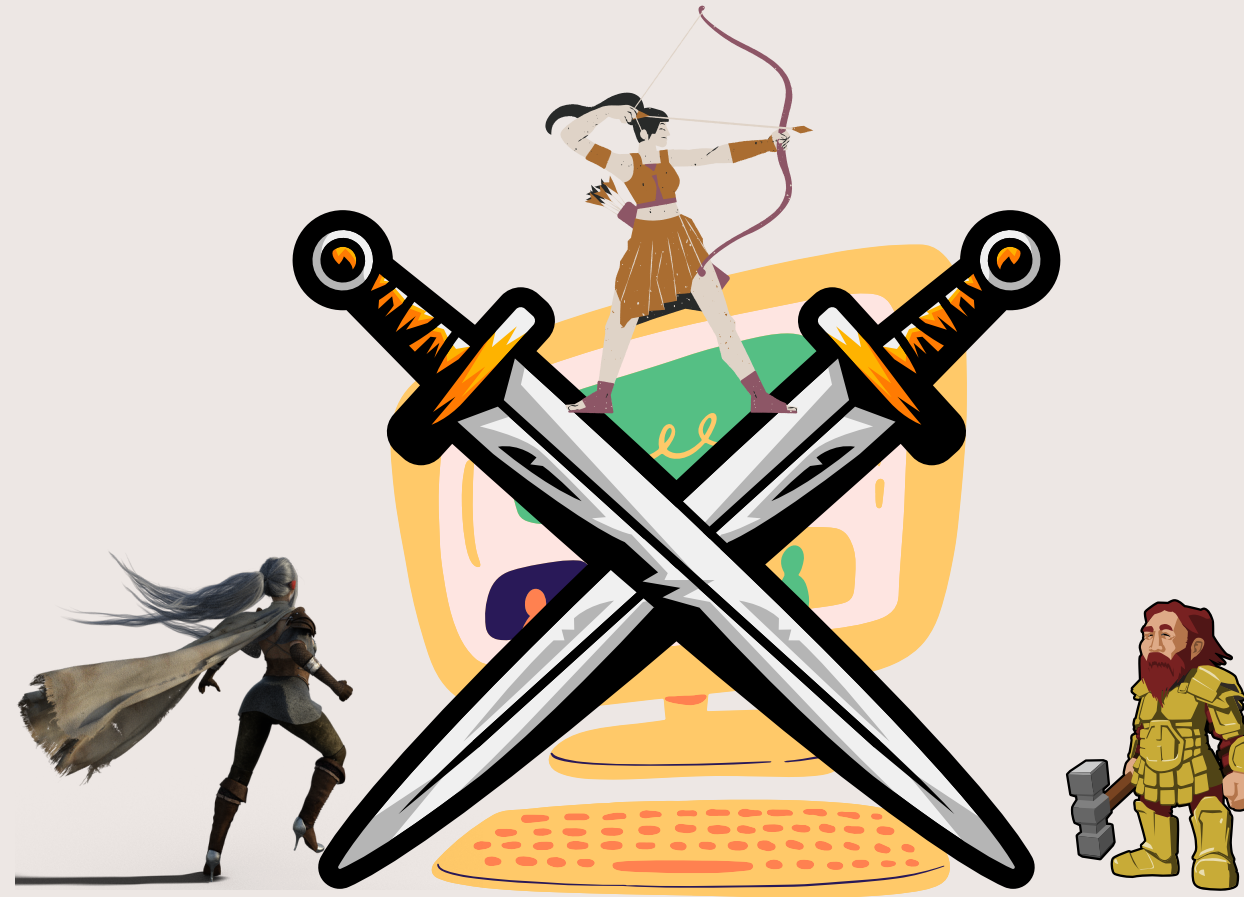


Diagrama de uso y de actividades

¿Jugamos?



FIGHT

A large orange arrow pointing upwards and to the right, towards the word "FIGHT".

**Gracias por
vuestra atención**

