# Creation of the Game class

The first step in making my program is to create the game class in order to open a game window. This is where all outputs are displayed to the user so it is important to do this step first in order to test my game throughout its development.

## Evidence of creation

|  |  |
| --- | --- |
|  | This screenshot shows the open game window. This is where all other items will be displayed once they have been created. The X button in the top right corner can be clicked in order to close the window. |

## Testing the game class

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Test No | Action | Description | Expected result | Pass/Fail |
| 1.1 | Run game | Game is opened, using the play method | Blank game window opens | Pass |
| 1.2 | Close game | Game is closed using X button | Game window closes | Pass |

# Creation of the Character class

The next step now that there is a game window for objects to be displayed in is to create my Character class. This is the class that will become the parent class for the Player and Guard classes. This polymorphism will allow me to reuse code instead of making lots of similar/duplicate attributes and methods.

## Evidence of creation

|  |  |
| --- | --- |
|  | This screenshot shows an object of the character class instantiated in the top left corner of the display. |

## Testing the Character class

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Test No | Action | Description | Expected result | Pass/Fail |
| 2.1.1 | Instantiate an object from Character class | Create an object using the character class and run game | Character should appear on the screen | Pass |

(This is the only test appropriate at the moment because other tests of the Character class require methods from child classes using polymorphism)