

Package `ass3.mygame`

Class ItemCreation

`java.lang.Object`
`ass3.mygame.ItemCreation`

```
public class ItemCreation
extends java.lang.Object
```

The ItemCreation class creates all items in game and stores them in an ArrayList of Item

Version:

5.0

Author:

Cam Chuong, Margi Patel

See Also:

`ArrayList`

Constructor Summary

Constructors

Constructor	Description
<code>ItemCreation</code> <code>()</code>	Constructor of ItemCreation, initialize the ArrayList allItemsInGame and run method <code>createItems</code>

Method Summary

All Methods Instance Methods Concrete Methods

Modifier and Type	Method	Description
<code>void</code>	<code>createItems ()</code>	Method to create items: <code>excaliburSword</code> , <code>key</code> , <code>frontGateKey</code> , <code>armor</code> .
<code>Item</code>	<code>getItem</code> <code>(java.lang.String stringItem)</code>	Method to get item

Methods inherited from class java.lang.Object

`clone`, `equals`, `finalize`, `getClass`, `hashCode`, `notify`, `notifyAll`,
`toString`, `wait`, `wait`, `wait`

Constructor Details

ItemCreation

```
public ItemCreation()
```

Constructor of ItemCreation, initialize the ArrayList `allItemsInGame` and run method `createItems`

Method Details

createItems

```
public void createItems()
```

Method to create items: `excaliburSword`, `key`, `frontGateKey`, `armor`. All items are added into ArrayList `allItemsInGame`.

See Also:

`Item`

getItem

```
public Item getItem(java.lang.String stringItem)
```

Method to get item

Parameters:

`stringItem` - Name of the item that needs to get

Returns:

the item

See Also:

`Item`

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