

# Documentation

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A project by *Finn Evers*, *Merlin Felix* and maybe *locutus* (No Comment)

Java Version	IDE
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OpenJDK 18	intelliJ IDEA, Visual Studio Code, genius.com
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Most documentation can be found in code with javadoc or normal comments. Please note that this does not always apply.

The Utility-Package provides Operations for all usecases, its especially used for handy arrays. And arrays are mainly used to present some kind of game-field-map-map TM.

## How to play this masterpiece

First of all, if you have a life and if you like it, don't.

But, in case you do not follow our wise advise, here is a guideline to play:

- The program should be executed in the top directory, so it can reach the **resources** folder. Otherwise it wont work correctly.
- Move the player by using the arrow-keys or **WASD**.
- Press enter or click anywhere on the gamefield to change the difficulty.  
Difficulty and the current level can be found on the bottom-left corner.
- Restart the game by pressing **R** on ur keyboard as if you were a pirate.
- Everybody knows Minecraft so you will know what to do and what not to do.
- Also there are two static properties in utility.Utility called **DEBUG** and **DEBUG\_GRAPHICS** which conceptually don't belong there but let you toggle all debug prints. Functionality comes at the cost of bad design.

## What features did we implement?

First of all, if you experience something you would classify as unexpected behaviour, it is not a bug, it is a well crafted feature that took us a long time to implement and should be appreciated.

- **static-map-lighting** and **dynamic-player-location-based-lighting**
- **WASD** keys for all u progamers out there.
- Creepers.
- **Dynamic map terrain**: Creepers can blow up pieces of the map.
- We did not implement one but **TWO** map generators.
- In **HARD-mode**, the **BigBrainBot** makes sure all enemies will reach u in the shortest way possible. For those who dont know, this is called a path finding algorithm.
- **Textures**.
- **Animations**. Yes, textures can be animated. I know this is quite an advanced concept that most modern AAA games don't even have, but we have it.
- **Oscar-nominated** sound-design.
- With our game, you can **Benchmark** ur PC, since we implemented all visual features in the most inefficient way we could think of.

## Our GUI-philosophy

