Game Project

Scene: DT Athens

Drinking. Avoid the cops.

Each bar you enter will increase your drunk-o-meter

Each drunk-o-Meter increase will increase your chances of moving in a direction

Different from the entered command.

Trying to find a girl/guy DT to win.

Avoid the cops.

Night increases with time. Each move increases time.

Start at 10 PM end at 2 AM.

At each hour, one more cop enters the scene.

Let’s have a game as a “sobriety test” when a cop finds you.

I have a hangman game we can use that I coded in a different class.

It increases in difficulty as night gets later. If you lose the game, you

Get sent to jail and lose.

When you find the girl/ guy, you win.

Class: Player

-String: name

-DrunkMeter: BAImeter

- char [][]: location

-boolean: gender

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+drink(): void

+move(String direction): void

+setName(String name): void

+getName(): String name

+getBAC(): DrunkMeter BAImeter

+getLocation(): location

Class DrunkMeter

-int BAC

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+clear(): void

+increase(): void

+getMeter(): int BACLevel

+decrease(): void

Class Cop

-String name

-Hangman theTest

- char [][]: location

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+setName(String name): void

+getName(): name

+ test(): void

+getLocation: location

+setLocatoin(): void

+move(): void

Class Board:

-char[][]: theBoard

-Player: thePlayer

-ArrayList : theCops <Cop>

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-validMove(): boolean valid

-validLocation(): boolean valid

-printBoard(): void

Class theGame:

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+main(String args): void