

Team: NameEqualsNull

Members

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## Project Description

### **What the game is:**

This game is a simple, randomly generated map exploration game. Upon start, a map is randomly generated and the User is prompted to choose a character. After this, you can choose to either, embark throughout the map by yourself, or choose a number of other characters to party with on your journey. To help you on this journey, each character is equipped with a special weapon as well as having access to the Shop, which is a custom NPC in the game which you can buy and sell items to throughout your journey. The game is played through basic input by the player, through a list of options to interact with the system.

### **Patterns used:**

For my area of the project my main goal in using my patterns and structuring my code was to attempt to keep it as streamline as possible. While my code wasn't strictly any one pattern, was rather a blend of the ideas of involved with the Strategy and Factory Patterns as well as attempting to refactor my code as much as possible to reduce code smells to a minimum. The goal being to attempt to create complex structures with the ability of these objects to interact with each other with as few classes as possible, an example of this can be seen throughout the way my objects are constructed such as in the idea behind my Item classes, where rather than having an explosion of subclass for each item and item type there are changes in the data of the higher level classes depending on the type of object that is wanted. It's from these over-complications on in other areas of the project which gave me a lot of hassle later on when I began combining our code and developing the system to run the game. This caused me to re-write and re-develop other code because I simply could follow the extreme method parameters, explosion of classes, and other code-smells.

UML included in later pages\*

