

## CECS 277

## Project 1 Checklist

Name: \_\_\_\_\_

Requirements	Comments	Points	Point Value
Class Structure	Classes: __Entity __Hero __Map __Item __Enemy __ItemGenerator __EnemyGenerator __MagicalEnemy Abstract: __Entity __attack() Interface: __Magical Inheritance: __Hero __Enemy __MagicalEnemy		10
File IO	__Read in maps from loadMap() __Read in ItemList from ItemGenerator Constructor __Read in EnemyList from EnemyGenerator Constructor		10
Enemy	__Enemy is created using template w/ new item __Enemy calculates random damage __Enemy deals random damage to Hero __MagEnemy randomly chooses a spell w/ random dmg __Generator creates Enemies & Magical Enemies		10
Hero	__Hero's toString calls Entity's toString and itemToString __Hero can pick up items up to a max capacity of 5 __Hero can move NSEW, checks for out of map bounds __Calculates random damage to deal to enemy		10
Map	__Revealed array is reset when new levels are loaded __Locations on map are revealed when hero visits them __Enemies and Items are removed when killed or taken __Enemies and Items remain if not killed or not taken		10
Main	__Enemy attacks Hero when Hero enters a room with a m __Hero can fight or run away from enemies __Potion option appears if Hero has one in inventory __Potion heals +25hp or up to maxHp __Hero recieves item after defeating enemy __Hero recieves item when entering a room with an i __Hero progresses to next map when at room with f __Game ends when Hero dies or when user quits __Enemy is polymorphic (magic and physical enemies are used the same)		25
Coding Standards & JavaDocs	Jdocs: __classes __methods __data members CS: __var names __tabs/spacing __capitalization __Error check all user input __No exceptions / does not throw exceptions from main __No global variables __Commenting		25
Total			100

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