OOP2-Project

Escape the College!

The programme is a text based game that will give the user the challenge of escaping a college after a power cut, at night. There will be small images in the JFrame and the user will be given several options via JButtons but there will be a sanity level that will be depleted or increased depending on the users actions and if it drops to zero the user’s character will meet an untimely death. The Sanity level will be randomly chosen on start-up and the user’s progress will be recorded, while the top players will be chosen on a score created through progress and time-played.

There will be two instantiable classes “Player” and “Sanity” and a GUI class, including a driver class for both of the instantiable classes. Both of the instantiable classes will be fully commented with Javadoc comments.

UML Class Diagram

