

Chip's Challenge Intermediate Write Up

Monday, October 1, 2018 10:30 PM

My UML diagram is saved under ChipUML.pdf. My screenshot is saved under Chips.PNG.

The current features that I have implemented have been first off creating the actual graphic for the game. I decided to have it be a stationary grid as opposed to a moving grid. The next feature I implemented was having random walls on the map that Chip has to get around. For my two levels I will add specific paths that they have to get through in addition to going through the walls. I also included the feature of having chip move (which is always important!). So far I have been using similar concepts to the Christopher Columbus homework to help me with the graphics. I plan on including a feature of collecting keys to get to the next level and to get tokens to open up doors/road blocks in the map.

I currently have the observer design pattern and the model view controller design pattern implemented. I will add a third for the final result. I'm thinking of making it a singleton for chip.