

Project 3

BRADEN, QUETZIN, NICK, IBRAHIM

Braden

- Troubleshoot GUI, buttons, and EXCESSIVE bugs
- Implemented JList
- Created initial classes, java files, and function declarations
- Imported project1 to Project3 and fixed bugs with file paths/try-catch

```
// Need to fix, its not accepting relative file path
File xmlFile = new File("src/project3/players.xml");
File xsdFile = new File("src/project3/players.xsd");

if (!xmlFile.exists()) {
    throw new FileNotFoundException("XML file not found at t
}
```

```
public GraphicalUserInterface(ArrayList<PlayerData> playerDataList) {
    this.playerDataList = playerDataList;
    JFrame frame = new JFrame("Fireball | Shield | Lute");
    JSplitPane sp = new JSplitPane();
    frame.add(sp);
    sp.setDividerLocation(175);
}
```

```
public int calculateDamage(int hit) {
    return PERCENT - hit;
}
```

```
private PlayerData getPlayerByName(ArrayList<PlayerData> playerDataList, String name) {
    for (PlayerData player : playerDataList) {
        if (player.getIsActive() && (player.getFirstName() + " " + player.getLastName()).equals(name)) {
            return player;
        }
    }
}
```

```

    * Calculates the damage reduction based on the
    *
    * @param hit the hit value.
    * @return the calculated damage reduction.
    */
    public String graphicalEffect() {
        return "The shield rebounds the attack.";
    }

```

```

    public FighterCharacter() {
        hitPoints = 150;
        armorType = "heavy";
        shield = new ShieldDefense();
    }

```

```

    private String playShieldDefense(PlayerData playerDataList) {
        int opponentClass = getRandomOpponent();
        if (opponentClass == 1) {
            return shieldDefense.failureGraphic();
        } else if (opponentClass == 2) {
            return shieldDefense.graphicalEffect();
        } else {
            return "It's a draw.";
        }
    }

```

Quetzin

- Covered Javadoc implementation
- Aided in button implementation and functions
- Implemented FighterCharacter class
- Updated existing bugs in readMe (Mac OS bug)

Nick

```
GraphicalUserInterface gui = new GraphicalUserInterface(playerList);
```

```
public String graphicalEffect() {  
    return "The lullaby makes the combatant sleepy.";  
}
```

```
private String playFireball(PlayerData playerDataList) {  
    int opponentClass = getRandomOpponent(); // Implement  
    if (opponentClass == 1) {  
        return fireballScroll.failureGraphic();  
    } else if (opponentClass == 2) {  
        return fireballScroll.graphicalEffect();  
    } else {  
        return "It's a draw.";  
    }  
}
```

```
// Setting up the JFrame properties  
sp.setLeftComponent(lp);  
sp.setRightComponent(rp);  
frame.setSize(600, 400);  
frame.setVisible(true);  
frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
```

Created framework for GUI and JSplitPane
Created button framework and functionality
Implemented String failedGraphic() in each character

Let us know what you want to put down for the presentation!

Ibrahim