

# Project 3

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# Braden

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- Troubleshoot GUI, buttons, and EXCESSIVE bugs
- Implemented JList and populated playerData in the JFrame
- Generated Javadoc
- 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 th
    *
    * @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.";
        }
    }

```

# Quentzin

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

# Nick

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```
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);
```

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

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- Helped in troubleshooting the GUI
  - Added some comments to project files
  - Added basic code for 2 new files

```
//Private Object field to represent  
//the character model.  
//Public int field to represent the  
//character's hitPoints.  
//Public String field to represent  
//the character's armorType.
```

```
/* Displays a graphical representation of a failure when playing the  
* This method prints a message to the console indicating the failure  
*/  
public String failureGraphic() {  
    return "Lute is engulfed in flames";  
}
```

# Ibrahim