



Project 3

Group 6 Presentation

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Graphical User Interface by Ray Rojas

- Constantly needed to resize window as we made changes
- A grid of 5x1 was enough to leave space between the player and the buttons and the bottom of the frame.
- Used an arraylist to import the active characters and display them on the ComboBox.
- GUI was getting flooded with text so needed to clear GUI text from other buttons when another one is pressed.
- GUI text was carrying over when you selected a new player, so needed to clear that as well.
- Was creating a new instance of fireball directly. So had to change it to create a magic character which called fireball.

BarbCharacter.java and more by Luis Herrera

- Imported file from previous project, and created template for Project 3
 - Fixed some of the errors from our last project, which including error handling for wrong inputs in arguments.
- Created the BardCharacter.Java
- Assisted with the GUI.
 - Created a new ArrayList which would only contain the players that had a “true” for their isActive.
 - Created two JLabels for the Player and Win Rate.
 - Created an actionPerformed class that would populate the labels both labels when a player was chosen from the dropdown list.

Fighter Character & Shield Defense

John Yamamoto

- FighterCharacter.java
 - Extends BaseCharacter
 - Hitpoints = 150
 - Armor = Heavy
- ShieldDefense.java
 - Implements Abilities
 - New field failureGraphic (Implemented like graphicEffect)



LuteMusic, Documentation, and Javadoc

by Joseph Sheraden-Urrutia

- Created LuteMusic class used by BardCharacter.
- Wrote documentation for all major classes:
 - Character classes.
 - Ability classes.
 - GraphicalUserInterface class.
- Generated Javadoc from project source code.