

Human v Alien

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Game Demo

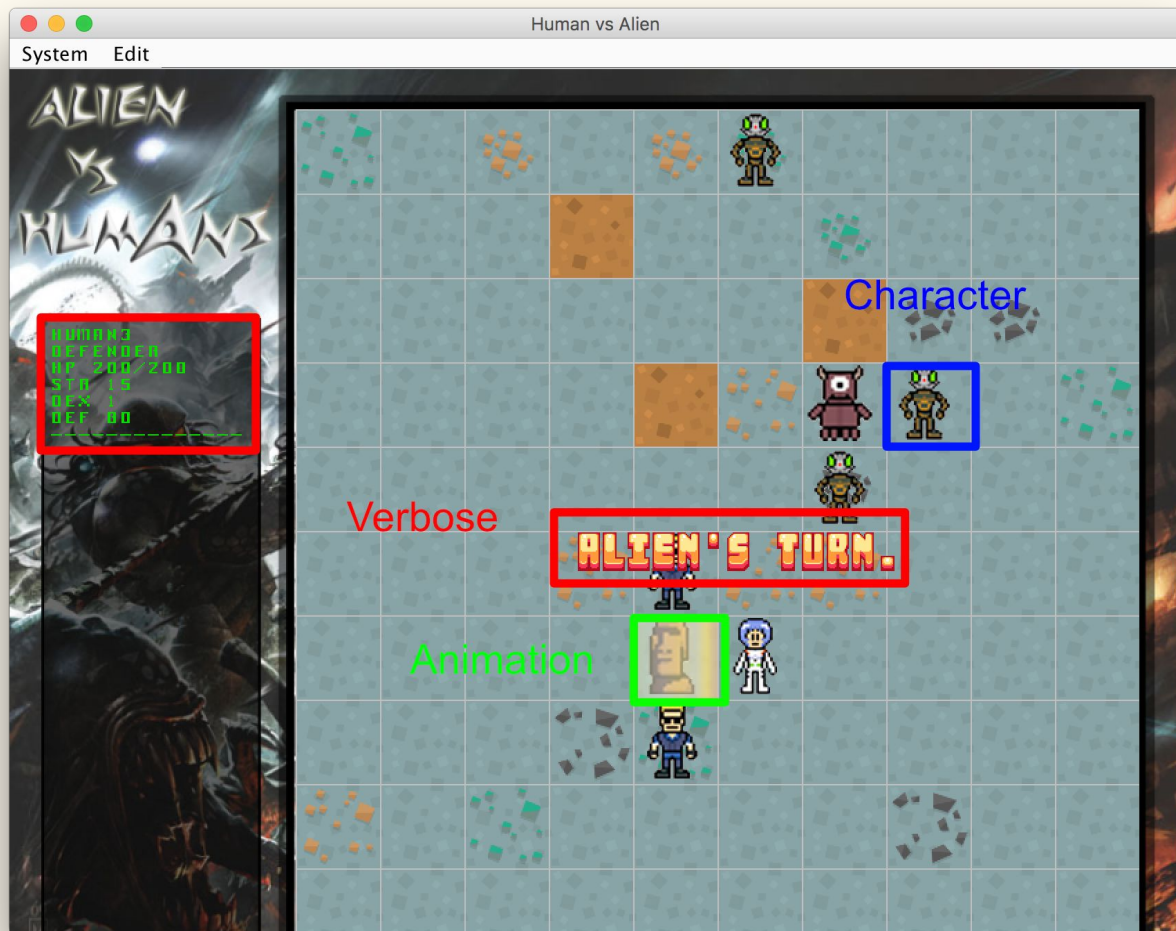
The remarkable part of our
game!

- Graphics
- Job System
- Skills
- Design Patterns



Graphics

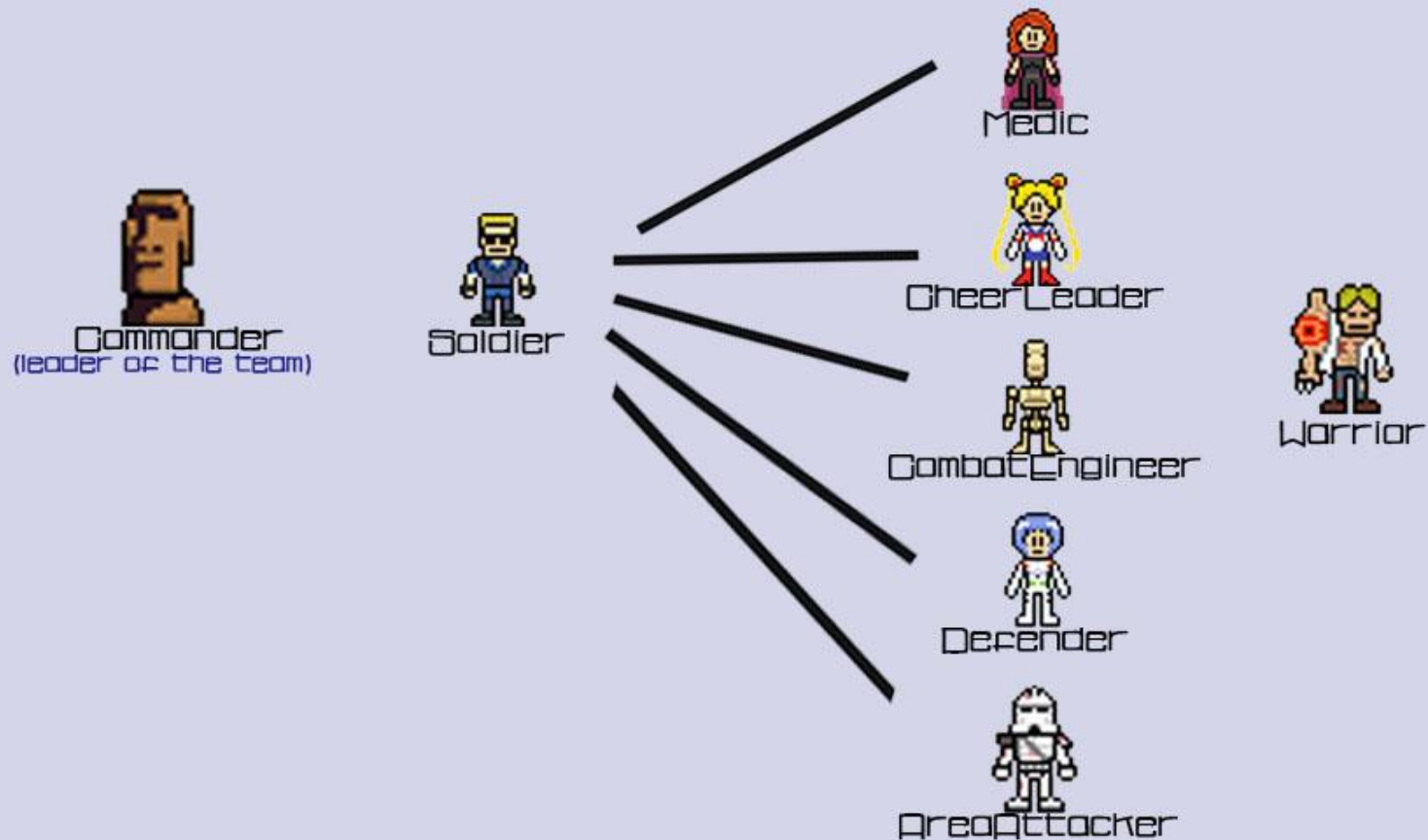
1. Character
2. Verbose
3. Animation



Job System

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Human Team



Alien Team



Skills

Job	Team	Max HP	Strength	Defense	Agility	Attack Range	Attack Name	Weapon	Description
Human Team									
Commander	0	200	30	15	3	0	Charge	None	Attacks hp
Soldier	0	50	10	10	2	1	Attack	None	Attacks hp
Medic	0	150	40	10	2	18	Heal	Magical Hands	Raises hp
AreaAttacker	0	80	50	10	2	6	Area Blast	Cannon	Attacks hp, strength, defense - equally
Warrior	0	65	80	20	1	0	All In	Gun	Attacks hp
Defender	0	200	15	80	1	4	Great Wall	Shield	Raises defense
Combat Engineer	0	130	40	15	3	10	Minefield	Combat Kit	Attacks hp, strength and defense - not equally
Cheerleader	0	75	30	10	2	18	Cheer Dance	Flag	Increases strength, defense, agility
Alien Team									
Chief	1	200	30	15	3	0	Command	None	Attacks hp
Spawn	1	50	10	10	1	1	Fight	None	Attacks hp
Witch	1	150	40	10	2	18	Twin Spell	Magical Hands	Restores HP to max amount, raises strength and defense
Sniper	1	90	40	10	1	9	Long Laser	Cannon	Attacks hp
Troll	1	60	100	15	1	0	Ultimate Destruct	Gun	Attacks hp
LadyLisa	1	150	30	50	2	7	Eyes of Stone	Shield	Sets enemy's hp to 1
Dragon	1	120	40	15	3	4	Higher Power	Combat Kit	Sets enemy's strength and defense to zero
Goblin	1	70	35	10	2	5	Double Shot	Flag	Sets defense to zero and attacks hp

Design Pattern

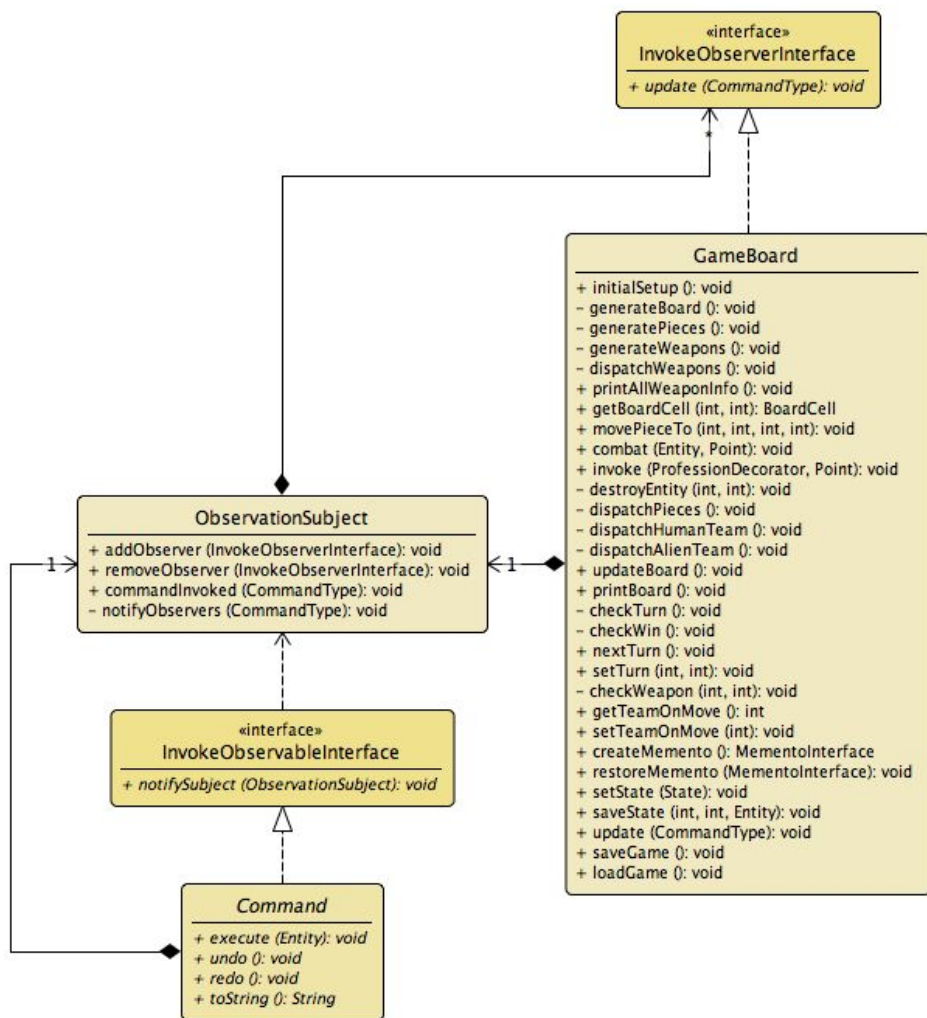
- ❑ Factory
- ❑ Prototype
- ❑ Flyweight
- ❑ Singleton

- ❑ Decorator
- ❑ Observer
- ❑ Command
- ❑ Memento

Design Pattern

Observer

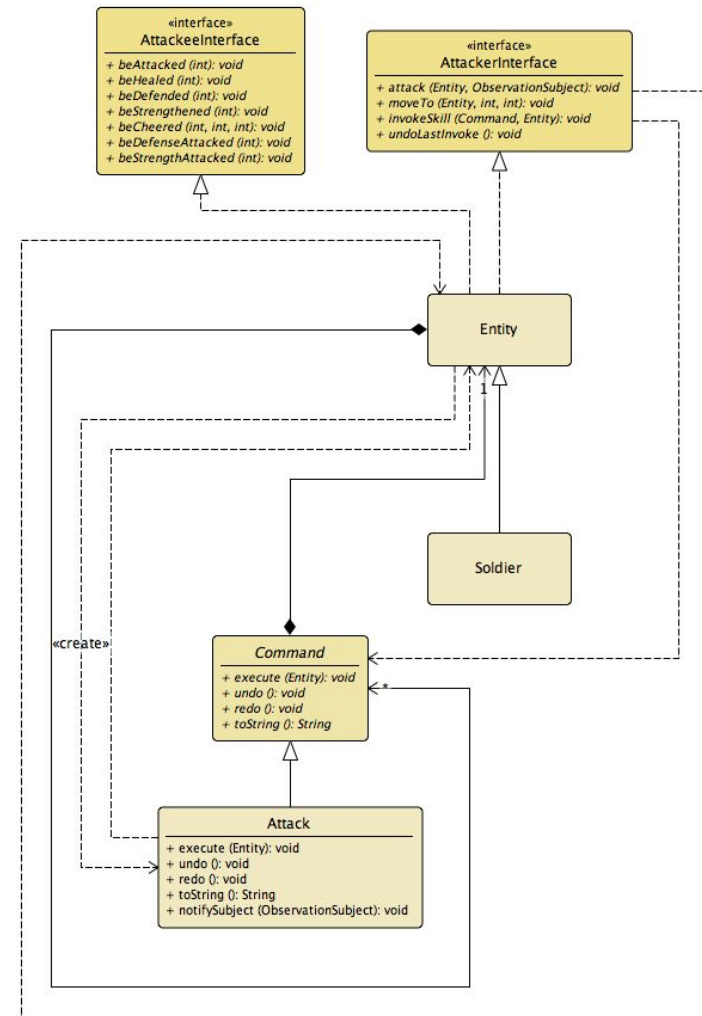
- ❑ Command Object is created by a lower level object of Gameboard
- ❑ Gameboard need to be notified when a command is performed
- ❑ Then gameboard can pass a parameter to game controller for updating command animation on view



Design Pattern

Command

- ❑ Every movement of an entity is a subclass of command class
- ❑ A command subclass will be created and stored in Entity object for undo function
- ❑ Easy to develop a new skill for a job class without modifying a job class itself.
- ❑ Reduce coupling between classes



Design Pattern

Memento

- ❑ Gameboard responsible for creation of memento for restoring from last state
- ❑ CareTaker responsible for saving and retrieving memento object for gameboard class.
- ❑ Memento encapsulates all information needed for restoring, careTaker doing nothing about information inside memento object.

