

Overall Approach:

Based on the UML, we divide into two parts to implement which are the Character and the Map entities which need to be done by the first deadline. Since we are group of 4 people, we do a pair programming method, dividing into 2 groups, one group implement all classes in Character entities (except Enemy class) and one group implement all classes in the Map. For the Enemy class implementation we leave it for the second deadline, because it implementing a searching algorithm which are quite complicated.

During our first deadline tasks, we are working collaboratively with the partner we are assigned with for pair programming and checking each other code and giving some feedback. Then meeting as a full team to updates what we have done and make sure all the code can work as expected. Implementing refactoring method to check the overall code connected properly.

Adjustment and modifications:

Division Role:

Map: Liam Cummings and Ryan Martin

Character: Jea Oh Lee and Ryan Mitchellin

External Libraries

- KeyEvent: Using KeyEvent to implement the character movement using keyboard's arrow (up, down, left, right)

Biggest Challenge: