# STECU VALLEY

X

**PLAY**

## K04 - G06

18223001 – Darren Mansyl

18223043 – M. Aqmar Fayyaz Z.

18223063 – Sendi Putra Alicia

18223079 – Atharizza M. Athaya

# OUR DEVELOPERS

## 18223001 - Darren Mansyl

Worked on GUI and program logic using Java Swing, specifically implementing character movement and foundational systems.Focused on building and refining the GUI for the farm area, ensuring interactions aligned with the game logic.

## 18223043 - M. Aqmar Fayyaz Z.

Created visual assets including the player sprite, NPC sprites, and NPC houses to be used across the game.

## 18223063 - Sendi Putra Alicia

Designed and created essential visual assets such as tilesets, maps, and housemaps. Mapped out game environments into .txt files to integrate with the logic layer.

## 18223079 - Atharizza M. Athaya

Worked on GUI and program logic using Java Swing, specifically implementing character movement and foundational systems.Focused on building and refining the GUI for the farm area, ensuring interactions aligned with the game logic.

# USER MANUALS

## WELCOME TO STECU VALLEY!

### Run The Game Program

To start the game, run **run.bat** on **Windows** or **run.sh** on **Mac/Linux** using the terminal. You can also use the **Code Runner** extension in VS Code.

```
TugasBesarOOP-G6> ./run.bat
```
```
TugasBesarOOP-G6>  ./run.sh
```

Make sure you're in the folder where the file is located.

### GAMEPLAY

- You'll begin the game on your personal farm, complete with a house, a pond, and a shipping bin. Each layout is randomly generated, giving every game a fresh experience.

- Your core activities include tilling soil, planting seasonal seeds, watering crops, and harvesting them for profit. With every action consuming time and energy, smart planning becomes the key to your success and growth. When energy runs low, you can rest at home by sleeping to recover for the next day.

- Beyond farming, you can explore areas like Forest River, Mountain Lake, and Ocean to catch a variety of fish, or visit NPCs by accessing the World Map. Build friendships, give meaningful gifts, and maybe even find that special someone. You can also stop by the store to buy seeds and items needed for your journey.

- You can also cook meals from gathered ingredients to restore energy, then sell your harvests, dishes, and fish to a shipping bin in order to earn golds. With no set ending, Stecu Valley lets you write your own story — one crop, one catch, and one connection at a time.

# GAMEPLAY - CONTROLS

- Use W or ↑ key to move UP
- Use A or ← key to move LEFT
- Use S or ↓ key to move DOWN
- Use D or → key to move RIGHT
- Press ENTER key to SELECT an OPTION
- Press P key to PAUSE the game
- Press Z key to INTERACT WITH TILE
- Press E key to SHOW INVENTORY & STATS
- Press C to WATER THE TILE
- Press Q key to EAT and gain energy
- Press X key to RECOVER TILE
- Press I key to INTERACT with NPCs
- Press ESC key to RETURN and CLOSE A MENU

# GAMEPLAY

## MAIN MENU

STECU VALLEY

> NEW GAME
LOAD GAME
QUIT

## INPUT FARM NAME

STECU VALLEY

Enter your farm name:

## INPUT NAME

STECU VALLEY

Enter your name:
_

Choose gender:   Male   /   Female

## INPUT GENDER

STECU VALLEY

Enter your name:
STECU

Choose gender:   Male   /   Female

## GAMEPLAY - MALE

Season Spring Day 1
Time:
Weather: Sunny

## GAMEPLAY - FEMALE

Season Spring Day 1
Time: 02:05
Weather: Rainy

# GAMEPLAY

## SHIPPING BIN

Carp
A hardy bottom-feeder
Sell Price: 480g
Rarity: Common
Location:
- Mountain Lake
- Pond

Amount
Sell: 1    Price: 480 g
Shipping Bin

## FISHING

Fishing at Pond
You fished Carp!
You must guess a number between 1 to 10 to catch this fish!
Attempts left: 10
Enter your guess:

## FISHING - SUCCESS

SUCCEEDED

## FISHING - FAILED

FAILED

## INVENTORY & STATS

Parsnip Seeds
Plant these to grow
a humble parsnip.
Quick to harvest!
Sell Price: 10g
Buy Price: 20g
Harvest Days: 1 day

1. Name:        3. Energy:      5. Gold:
   STECU           100             10000
2. Gender:      4. Partner:     6. Fav Item:
   Female          None            Parsnip Seeds

## INHOUSE ACTION

Inside Your House
SLEEPING
> WATCHING
COOKING
EXIT

# GAMEPLAY

## TILLING

Season Spring Day 1
Time : 09:20
Weather : Rainy

## PLANTING

Parsnip Seeds
Plant these to grow
a humble parsnip.
Quick to harvest!
Sell Price: 10g
Buy Price: 20g

## HARVESTING

Season Spring Day 2
Time : 07:25
Weather : Sunny

## INTERACT

Interacting with Emily

> GIFT
PROPOSE
MARRY
EXIT

## MARRY

IT'S YOUR PARTNER!

## DIALOGUE W/ NPC

I used to be a great wizard but now...
I'm a bit too old for taking an adventure.

# PROJECT PHASES

## DAY 0 - 20/04/2025

- Discussing the overall program design and structure
- Identifying and making the class diagram for the program

## DAY 1 - 26/05/2025

- Discussing the overall program design and structure
- Identifying necessary improvements and adjustments
- Planning an effective and efficient workflow

## DAY 2 - 27/05/2025

- Creating image assets (sprites, tilesets, maps, housemaps, etc.)
- Designing the base game logic based on the specifications
- Mapping visual maps into .txt files for logic integration
- Setting up project folders and organizing resources

## DAY 3 - 28/05/2025

- Implementing logic for placing deployable objects (houses, ponds, shipping bins) within the farm
- Starting program and GUI implementation using Java Swing
- Enabling character movement and interaction within the map

# PROJECT PHASES

## DAY 4 - 29/05/2025

- Developing the GUI for the farm area using Java Swing
- Integrating visual components with existing base logic
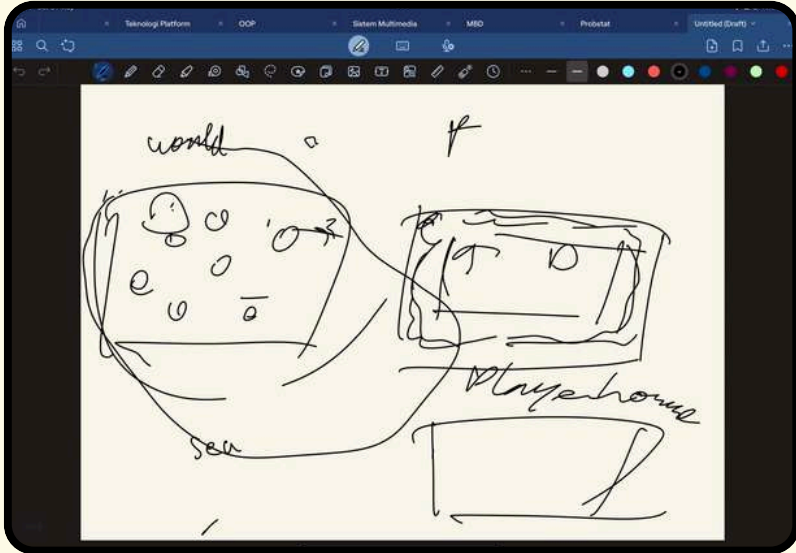- Testing interactions within the farm environment

## DAY 5 - 30/05/2025

- Expanding the GUI to cover the world map area
- Ensuring consistency between world map logic and farm logic
- Fine-tuning navigation and transitions between maps

## DAY 6 - 31/05/2025

- Implementing remaining player actions (e.g., cooking, planting, eating, etc.)
- Finalizing GUI components related to these actions
- Performing integration checks and ensuring all features function as expected

# BEHIND THE CODES

# FINAL CLASS DIAGRAM



LINK