

LUTEMONS – OOP project

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AI declaration

To accelerate the project workflow, I have used DeepSeek R1 to generate boilerplate Java code and debug the application when I got stuck and couldn't find anything on the web.

Division of work

This project was done solo.

General description

The application follows the guidelines provided by the assignment description.

The main menu consists of 3 buttons: one that takes the user to their bag of Lutemons, another that takes them to the training screen, and another that takes them to the arena.

The user can view and create new Lutemons on the Bag screen, train them on the Train screen, and make them face each other in the Arena screen.

The Lutemons blobs' colors and stats are randomly generated, but their name can be set by the user.

Clicking the train button on the training screen grants the selected Lutemon 1 EXP.

The arena features two selected Lutemons battling against each other. The user can select the Lutemons, and then press the results button to see the winner. The Lutemons can also take extra critical damage at random, and the winner is awarded 1 EXP, healed back to full HP, and returned to the bag; the loser is removed from the program.

Implemented features

The program implements the basic requirements, and:

- uses RecyclerView components;
- shows different colors for different Lutemons;
- adds randomness in battles.

I am only aiming for the passing grade; these features are implemented as a fallback in case some bug appears that I can't fix in time for the submission.

Class diagram

I ended up removing some components because they were additional code that wasn't being reused, which could cause some headaches during development.

There is a Bag class, a Lutemon class, and a BattleArena class.

