Document

The java program has seven classes and one main function.

**Actions class:**

Define actions what should you do when you enter into new place(accessor method). For example,

You have ventured deeper into the cave, what would you like to do?

1. Attack the evil wombat and turn off the goblin’s water supply
2. Pick up the golden shield

Option one is one of the functions defined in actions class called **getCleanCobWebs( ).**

**Adventures class:**

Define what should you do when you pick up treasures or slay one of the monsters(included accessor method). For example,

You slayed the evil goblin and are sill alive, what would you like to do?

1) Move on to the next adventure

2) Pick up the golden sword

Option One is one of the functions defined in adventures class called **moveToNext( ).**

You have ventured deeper into the cave, what would you like to do?

1) Attack the evil wombat and turn off the goblin’s water supply

2) Pick up the golden shield

The title is one of the functions defined in adventures class called **getGoDeeper( ).**

**Monsters class:**

Define and initialize accessor method for getting monster’s name. For example,

**getGoblin( )** returns the monster name -- goblin.

**Treasures class:**

Define accessor methods and methods of treasures which needed to be picked up. For example,

You slayed the evil goblin and are sill alive, what would you like to do?

1) Move on to the next adventure

2) Pick up the golden sword

Option Two is one of the functions defined in adventures class called **pickUpSword( )**.

**Random class:**

Define generate songs method in generating random animal in song **Old MacDonald had a Farm** called **generateSongs( )**.

Define final mission about randomly selecting and sorting word method called **generateWords( ).**

Define method of randomly select one of the adventures to have a second treasure function called **generateRandomArray( ).**

**Penances classes:**

Define penance methods like singing MacDonald or Christmas called **songOldMacDonald( )** and **songChristmas( )**

Define penance methods about picking up treasure without slaying the monsters for the first and second time. For example,

Functions like **goblinPenance( )** means picking up treasure without slaying the monsters.

Functions like **afterSecondGoblinPenance( )** means picking up second treasure without slaying the monsters.

**Helperfunctions class:**

This class contains all the methods in the whole lifecycle of the game, I divide them into several parts.

Welcome part

First part

acceptChallenge part

readyToEnter part

Second part

enterTheMouthOfCave part

moveOnToDeeper part

Third part

enterDeeper part

moveToTheEnd part

Forth part

enterTheEnd part

moveToTheFinalMission part

Fifth part

enterFinalMission part

What’s more, there are several special situations when encountered like **you still want to pick up treasures when you are after second penance** or **attack the monster after first or second penance.**

**At last, main method is based on class of Helperfunctions.**

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