Programming Assignment #5

Role Playing Game Character Generator GUI

You are part of a team working on a new role playing game. Your design of the hierarchy of game objects(repeated on the next page) was so successful, you were asked to help the GUI team design the character generator interface. You are to create a program called `Assignment5` that provides the interface for generating game characters.

As shown below, the program will allow the user to pick the type of character (good guy or bad guy), set attributes such as strength and wisdom, and initialize the backpack with an initial list of items.

When the clicks on the "Generate" button, a message dialog will be displayed with the appropriate settings.

For extra credit, you can add classes from the previous assignment and create game objects when the user "generates" a character.

The main program should build a GUI that is depicted below.

Your program shall look like the following:
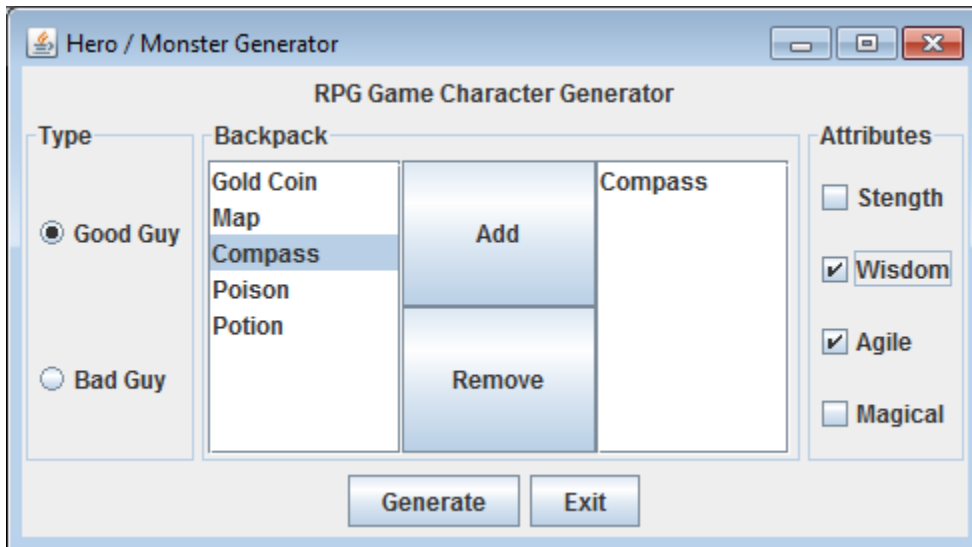
What to turn in
Source code of all classes created.
Screen shot of program running.

Role Playing Game Character Hierarchy

You are to design a class to represent each type of game object. All objects should have fields for the following data:
- name
- location

The stationary objects (rooms, trees and walls) are game objects and should have additional fields for the following data:
- damagePoints

The collectable objects (coins, weapons, and health potions) are game objects and should have additional fields for the following data:
- value
- type (an enum with choices such COINS, HEALTH_POTION, AXE, SWORD, MACE, MAGIC_WAND, BOMB)

The moveable objects are game objects and should have additional fields for the following data:
- health
- direction
- speed

The bad guy objects (zombies and aliens) are moveable objects and should have additional fields for the following data:
- meanFactor
- defeatPoints

The good guy objects (warriers, wizards, and hobbits) are moveable objects and should have additional fields for the following data:
- strength
- intelligence
- backPack (ArrayList of collectable objects)