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Courage the TA to read the README.txt inside the source file for basic game rule

(2) the relations between the classes that you design
(->)means extends
All my classes use default package (which is a Con…)
Pet
POOPet->Mypet->*.java
Pet has a Arraylist<Myskill> to add the skill
Skill
POOSkill->Myskill->*.java
Arena
POOArena-> Myarena
Position
POOCoordinate->Mycoordinate (I really forget the name inside the ntu.csie.* package)
And several GUI stuffs That's not really important

(3) the advantages of your design in terms of software engineering (say, co-development)
I use Mypet, Myskill that define all the methods field that a pet should have. It's very easy to add a new kind of pet or new kind of skill for my game

(4) the disadvantages of your design in terms of software engineering (say, co-development)
If a member in my team really likes the POO*.java I can't help, I override most of the methods, he/she must be very sad….

(5) the advantages of your design in terms of the interestingness of the game
Quite classical. If you play a lot of RPG games or battle games, I really try my best implementing most of the elements in these games. Encourage the TA to read the README before playing it.

(6) the disadvantages of your design in terms of the interestingness of the game
No music, No Ai, the game is not really balance, maybe I set the boss too strong or something.

(7) any part that you implemented that is worth getting "bonus" points

Interactive playing.

Neat design

Convenient in controlling

Variable skills

Unique Character (No two characters in my game shared the same skill)