# Assignment 5 - MercMan Village
CSC204 Spring 2017
Due Wednesday, February 22, 2017

You are to individually write a new and improved MercMan.java file that not only specifies the size of your MercMan, but also specifies its upper left corner on the screen. Your MercMan class should work with the supplied MercManVillage.java and MercManComponent.java files. These three files should be modeled after the three-file car example from our textbook (Chapter 3, Section 8).

For Assignment 5 you should:

- Create a new Java Project named MmVillage, and save it on Orion.
- Copy MercManVillage.java and MercManComponent.java from blackhawk into the src folder of your MmVillage project on Orion.
- Only make changes to these files as specified below.
- Write a new MercMan class, including a draw method, that draws your Scaled MercMan at a given location on the screen. Make sure your MercMan meets these requirements:
    - Has all of the parts as described in Assignment 4.
    - Includes instance variables for this MercMan's width, height, and the x and y coordinates for its upper left corner.
    - Has at least one constructor that starts out like:
      ```
      public MercMan(int startX, int startY, int mmWidth, int mmHeight)
      ```
    - Contains a draw method that draws your MercMan in a similar fashion as Assignment 4, however, this time your MercMan can be located at different places on the screen. Your draw method will need to add in the upper left corner's x and y as appropriate.
- Test your MercMan with the supplied MercManVillage and MercManComponent files. When you run the supplied code it gives you four options for building a MercMan Village. Test all four options and make sure you get similar output to what is shown below.
- Edit the MercManComponent.java file adding a fifth option for making a village. You should only edit the portion of the file where the comments indicate where you should edit. Be creative and have fun.
- Edit the MercManVillage.java file and add in a fifth option in the printed menu. There is a commented print statement there to help you get started.
- Make sure your MercMan.java file includes comments stating who you are, a description of the program, the completion date, and little hints about what is going on.
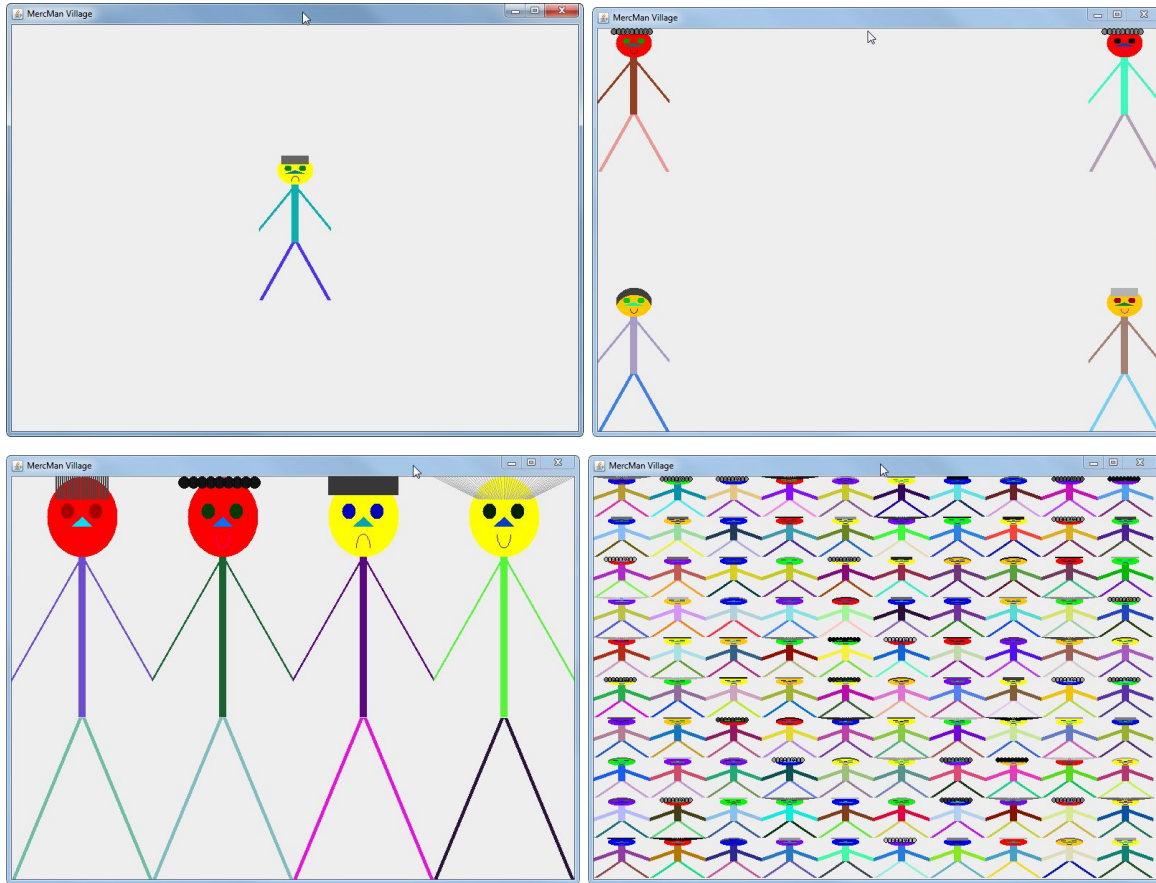
Bonus Points:

You may notice in the example screen shots above, that each MM has some variability. I randomly picked which "hair" to draw, whether or not each MM was smiling or frowning, and several random color options. You can earn **up to 10 bonus points** for this assignment by including some variability in how each MM is rendered. Think 2 points for each random addition: arm position, leg position, hair, ears, eyes, ...

Deliverables:

● When complete, you should upload this Eclipse project's `src` folder to our shared Google folder. Once uploaded, you should change the name of the folder to MmVillage.