# *Heslington Hustle* Assessment 1 Presentation

## ENG1 Group 23 (Cohort 3)

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*Live demonstration: Adding an energy metric (as per Assessment 2)*

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*Live demonstration: Adding an interactable*

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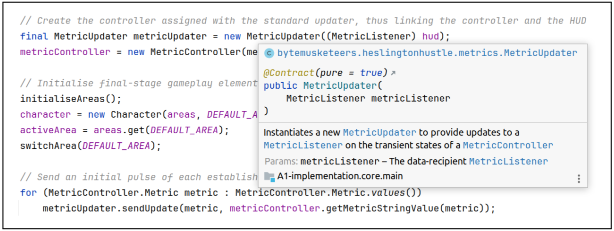
- This can be accessed during development with any IDE, or browsed interactively on-line: https://www-users.york.ac.uk/~od641/ENG1-website/javadoc/index.html



```
// Create the controller assigned with the standard updater, thus linking the controller and the HUD
final MetricUpdater metricUpdater = new MetricUpdater((MetricListener) hud);
metricController = new MetricController(me

// Initialise final-stage gameplay element
initialiseAreas();
character = new Character(areas, DEFAULT_A
activeArea = areas.get(DEFAULT_AREA);
switchArea(DEFAULT_AREA);

// Send an initial pulse of each establish
for (MetricController.Metric metric : MetricController.Metric.values())
    metricUpdater.sendUpdate(metric, metricController.getMetricStringValue(metric));
```

bytemusketeers.heslingtonhustle.metrics.MetricUpdater

```
@Contract(pure = true)
public MetricUpdater(
    MetricListener metricListener
)
```

Instantiates a new MetricUpdater to provide updates to a MetricListener on the transient states of a MetricController

Params: metricListener – The data-recipient MetricListener

A1-implementation.core.main

# Any Questions?

Byte
*Musketeers*

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https://www-users.york.ac.uk/~od641/ENG1-website