

Kings and Creatures

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Kings and Creatures

A Dungeons and Dragons-esque software that allows you to have an interface for playing the game. The players can create characters that are different classes.

The Dungeon Master can create enemies, move characters around using a UI, turn order and combat outcomes are decided by dice rolls.

Use Cases

Use Case 1 - initiate trade with NPC

Use Case 2 - Player can create characters

Use Case 3 - generate turn order

Use Case 4 - player initiates combat

Use Case 5 - user can see results of combat

Use Case 6 - NPC can attack player

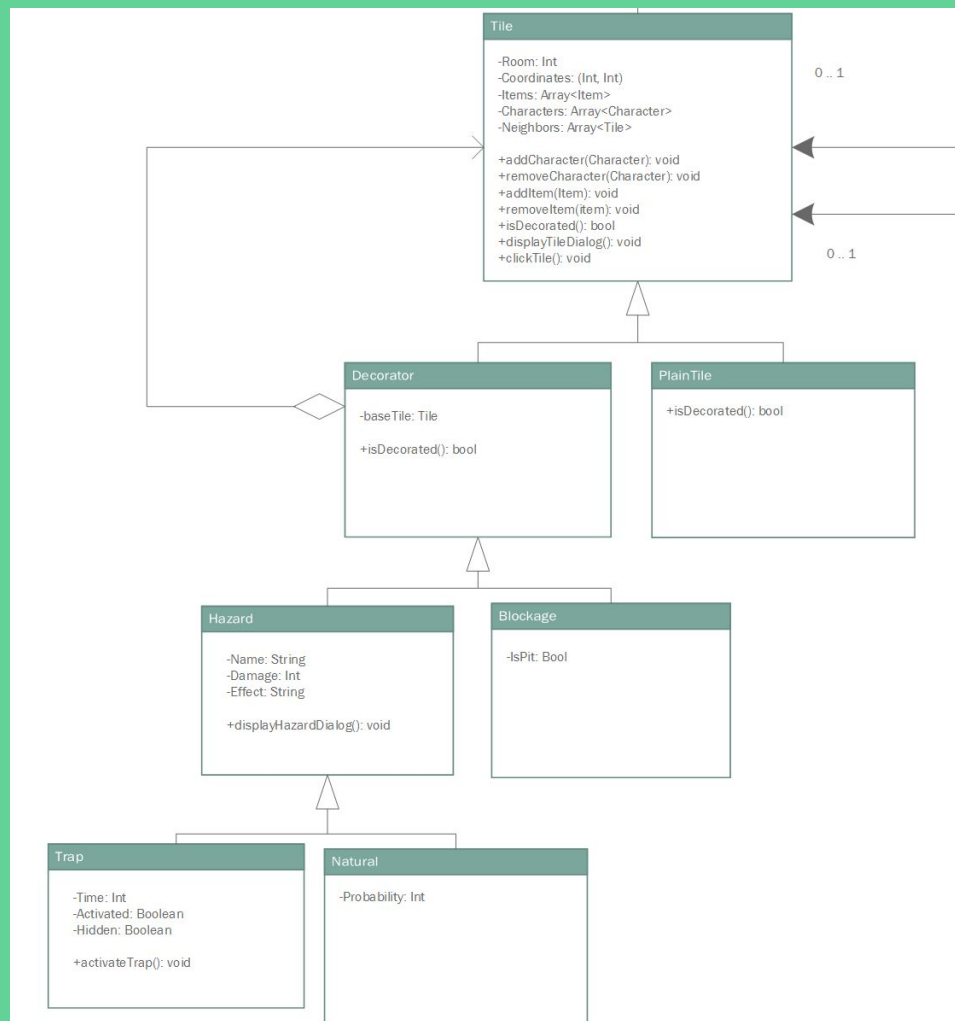
Demo

Design Pattern: Iterator

- We used an Iterator design pattern to handle the turn order.
- This allowed us to easily cycle through characters, while also adding and removing them as needed.

Design Pattern: Decorator

- We used a Decorator design pattern to handle the different types of tiles.
- This allowed us to differentiate normal tiles from blockages such as walls and from hazards, both natural and mechanical.



Thank you!

Links to Demo:

Character Creation:

https://github.com/ABahirat/Kings-and-Creatures/blob/master/16_KingsandCreatures_Video_1.mp4

Attack and Turn Order:

https://github.com/ABahirat/Kings-and-Creatures/blob/master/16_KingsandCreatures_Video_2.mp4

Trade:

https://github.com/ABahirat/Kings-and-Creatures/blob/master/16_KingsandCreatures_Video_3.mp4