

The_Last_Withdrawer Documentation

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**2110215 Programming Methodology
Semester 1 Year 2025
Chulalongkorn University**

The Last Withdraw

Introduction

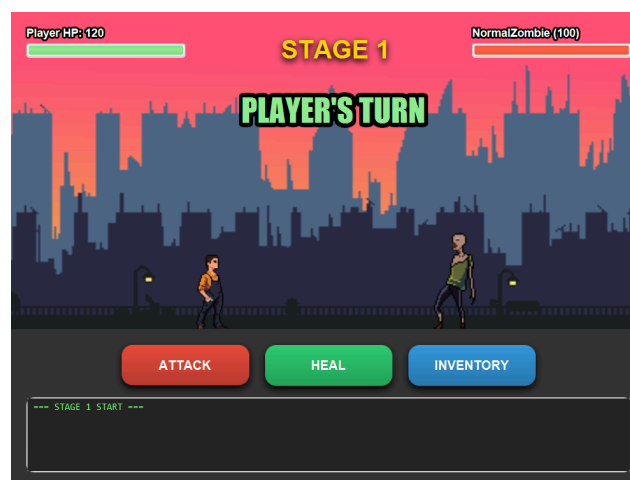
The Last Withdraw is a Turn-Based Roguelike game where the player fights against zombies. The objective of this game is to clear all stages and defeat the BossZombie.

Rules

In each stage, the player will encounter various types of zombies, and at the start of each stage, the player always goes first. Each turn, the player can choose to attack or use a healing skill. Additionally, players can change their equipped gear without using a turn. The player wins the game by defeating the BossZombie in the final stage. On the other hand, if the player's HP equals 0, the game ends immediately.

Example

- At the start of the game, the player can either choose to attack or heal, but opening an inventory is free and will be mentioned later.



Main gameplay

- When attacked, there are several events that can happen in one turn. For example, the damage taken can be critical to the zombie; however, the zombie can also dodge the attack. (These will be shown in the log below the gameplay.)

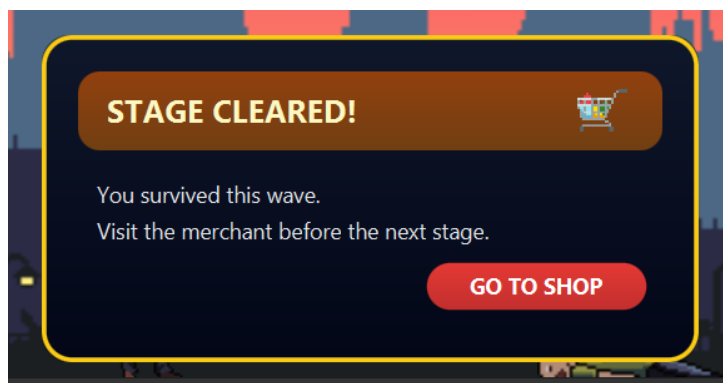
```
=== STAGE 1 START ===  
Player dealt 20 damage.  
NormalZombie attacked: 7  
NormalZombie dodged your attack!  
NormalZombie attacked: 0  
|
```

The zombie dodges the attack.

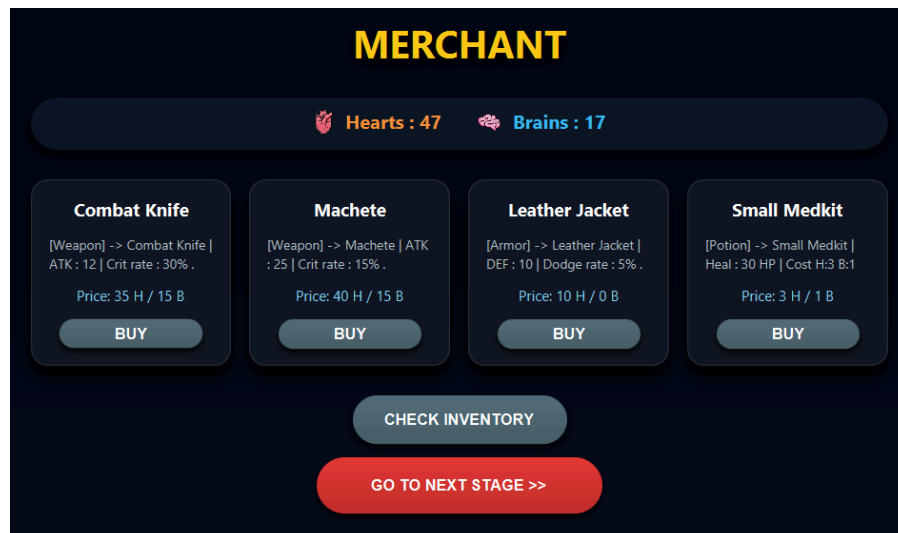
```
Player dealt 25 damage.  
NormalZombie attacked: 15  
CRITICAL! Player dealt 35 damage!  
Enemy Defeated!  
Looted: 47 H, 17 B
```

The player lands a critical hit.

- As soon as the enemy is defeated, the player will gain some hearts and brains as the currencies of the game. These organ parts can be traded for weapons, armor, and potions to the merchant in the shop. However, each stage will be different for easier to kill the enemy as the enemy will be stronger.



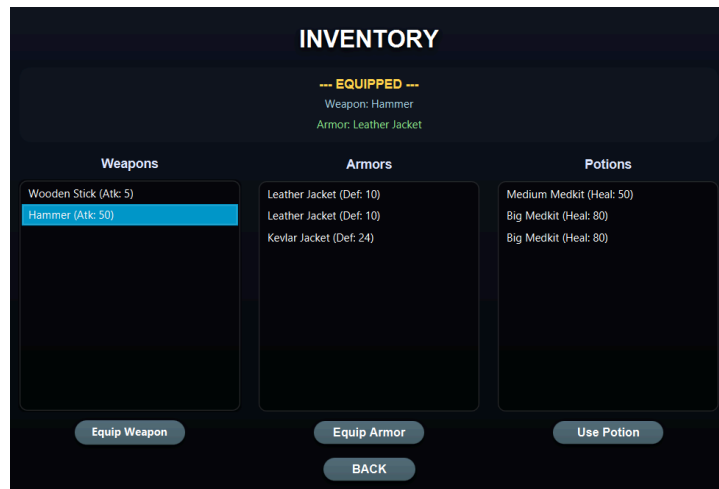
Defeat the enemy.



First stage trade

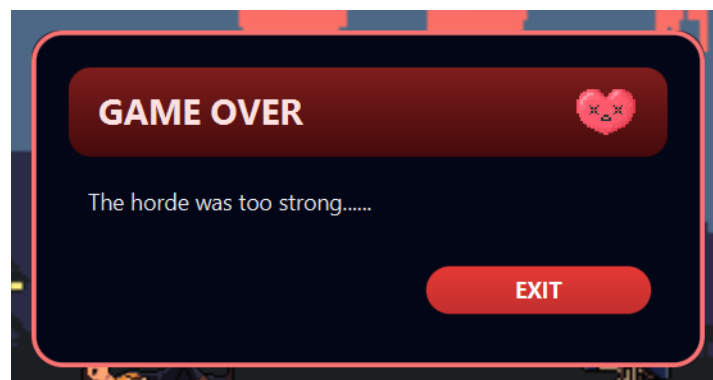
- The weapon has various types of weapons because the zombie has its own weakness. For example, the runner zombie has a gun weapon type as a weakness; however, if the player fights with a melee attack, the zombie's dodge chances will be significantly increased.
- The armor can be broken; in the logic of the armor, points will be replaced by damage taken. For example, the player wore a "Leather Jacket" which has 10 armor points, and the enemy dealt 15 damage, the only damage dealt is 5 (10 - 15), and the armor will be broken.
- The potion is similar to heal, but will not take the turn of the player.

- The inventory is for using the potion and changing the weapons for each zombie's weakness.

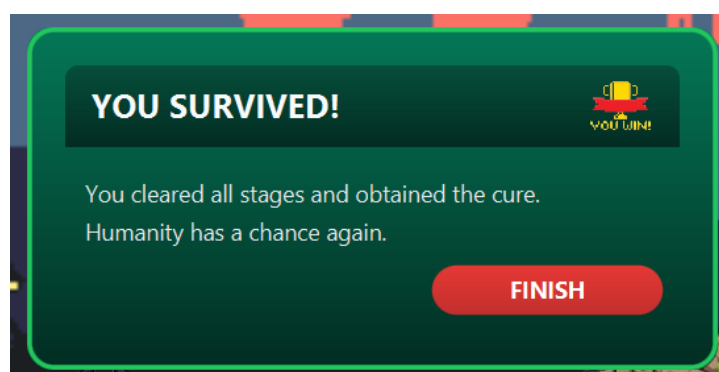


player's inventory

- The player will lose if they die to any zombie and will win if they defeat the boss in the fifth stage.



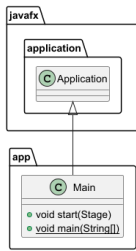
The player was defeated by the zombie.



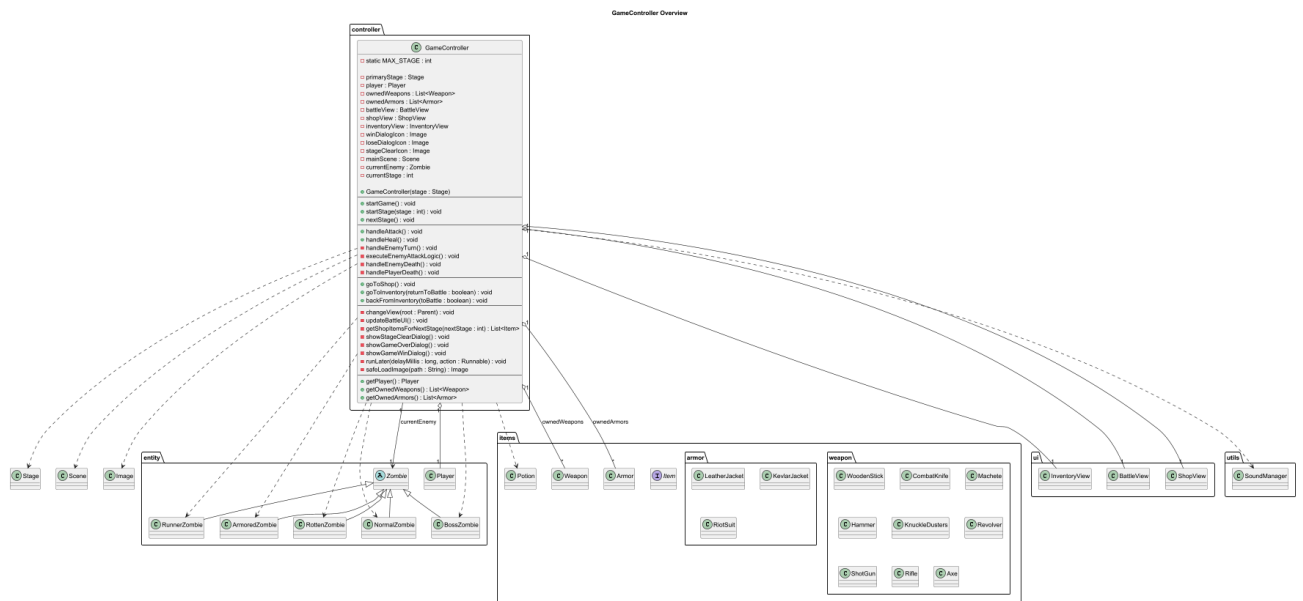
The player defeated every zombie.

PACKAGE UML

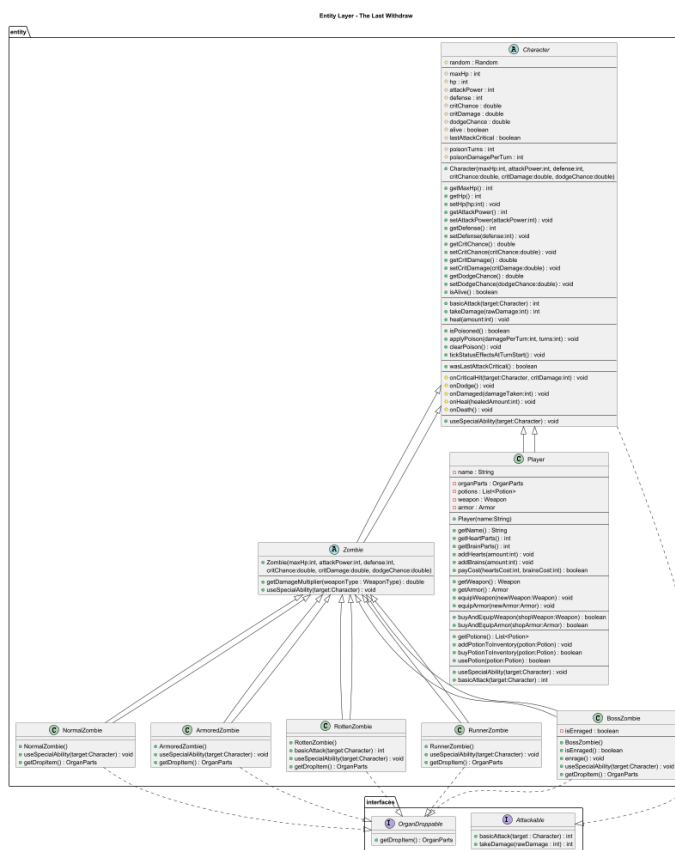
app



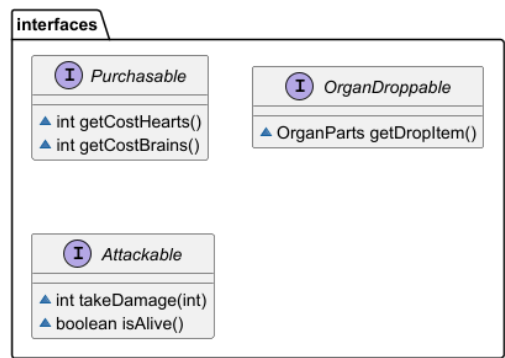
controller



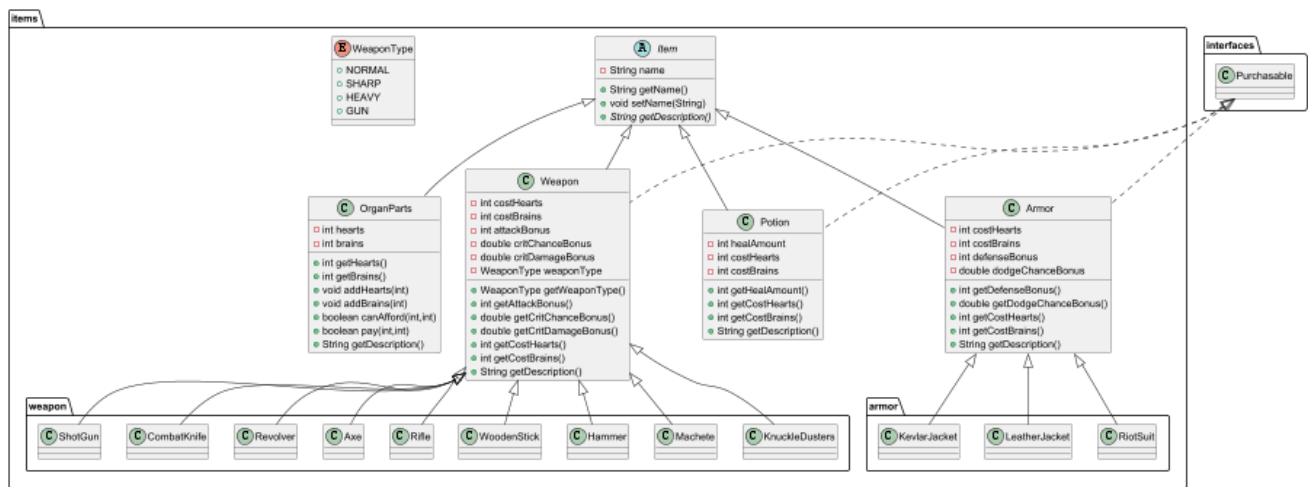
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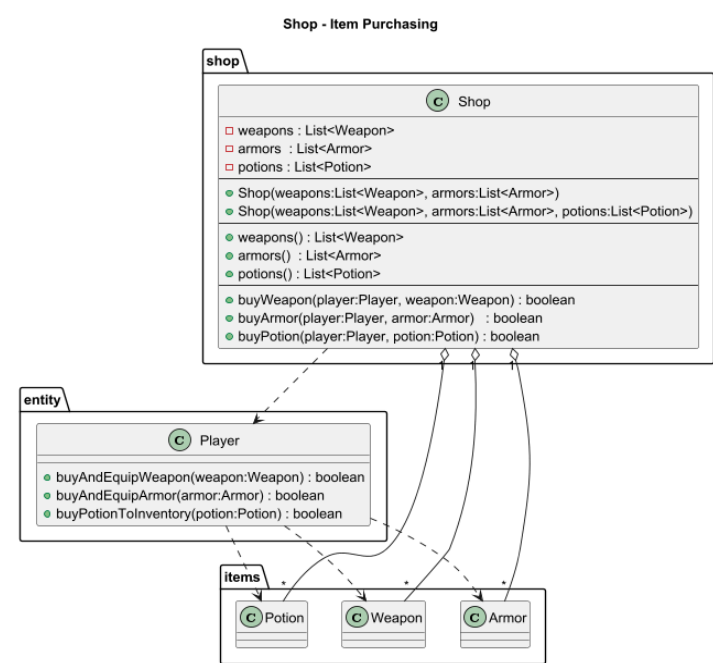
interfaces

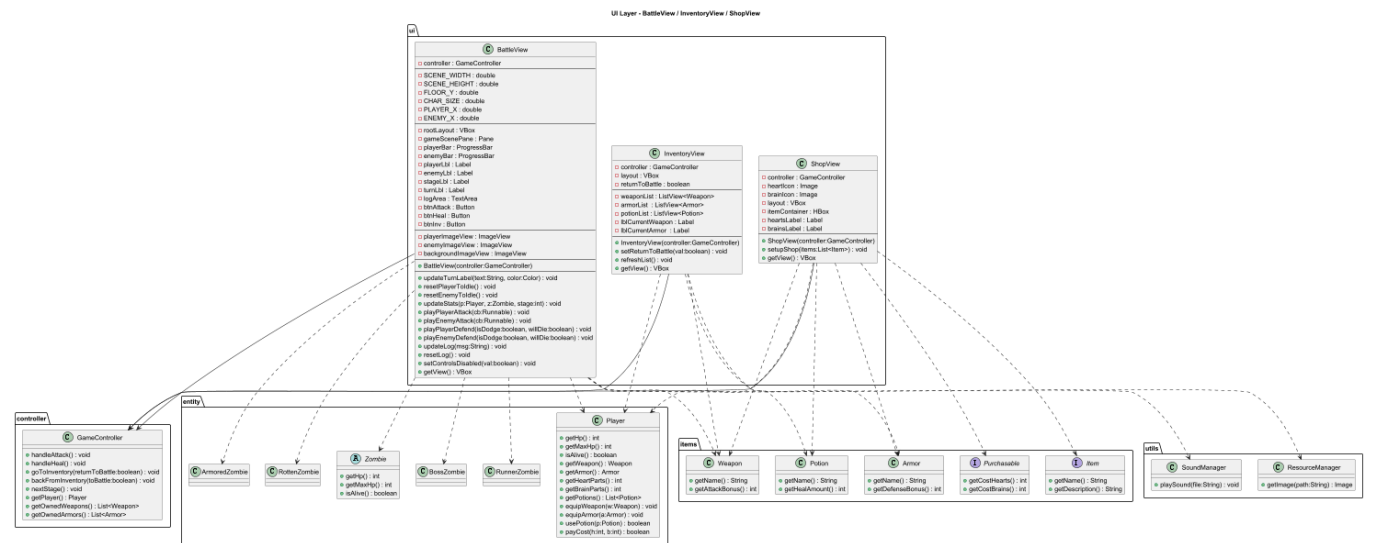


item

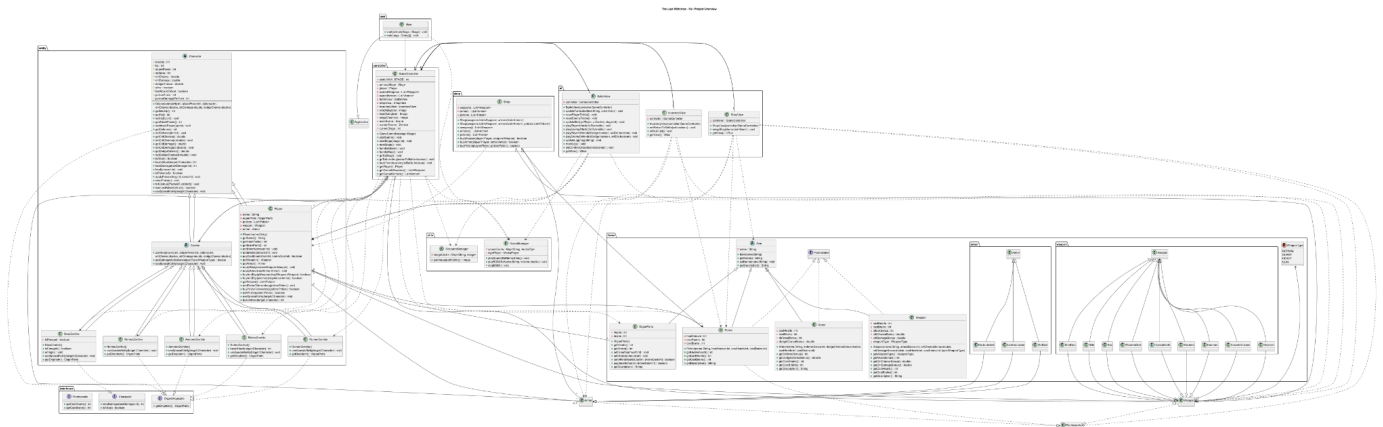
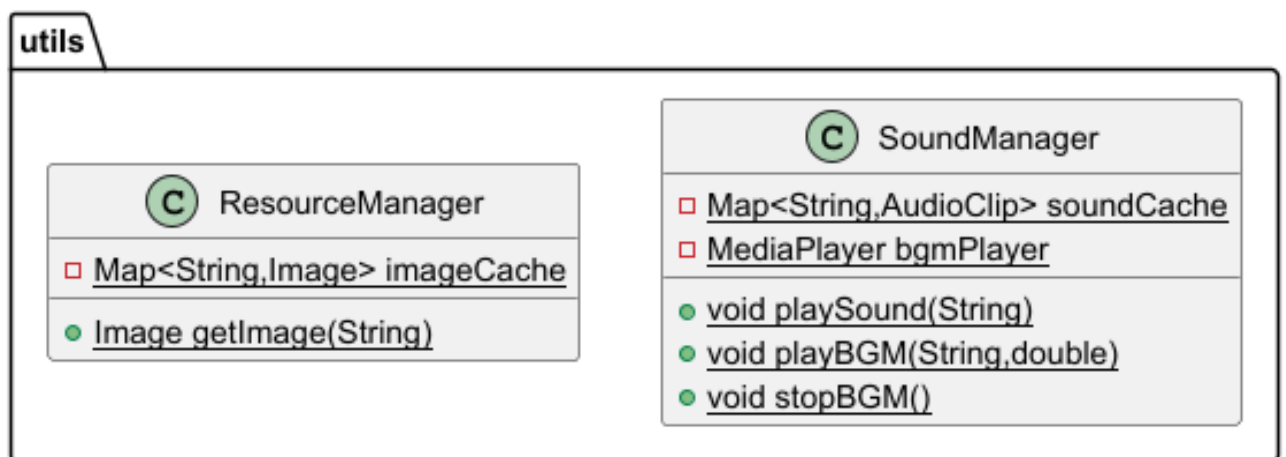


shop



ui

utils



this is javadoc URL for this project : [Overview](#)