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yyingg-243 update and add architecture diagram into DG

c937ad2 · 2 hours ago



192 lines (153 loc) · 4.66 KB

Preview

Code

Blame

Raw



RollaDie User Guide

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Introduction

RollaDie is a Dungeon & Dragons (DnD) text-based RPG, optimized to play using Command Line Interface (CLI) and has a simple text-ui display that reminisces games of the 1960s. This program is meant for CS2113 students as a stress reliever, and it aims to provide a fun and replayable experience!

Quick Start

1. Ensure that you have Java 17 or above installed.
2. Down the latest version of `Rolladie` jar file from [here](#).
3. Run the jar file as follows:
 - Put the jar file in a separate empty folder
 - Navigate to the jar file folder in a terminal
 - Run the jar file with the command: `java -jar "{file_name}"`

Features

Note

The dice outcome listed below are randomly generated, meaning the results will vary each time.

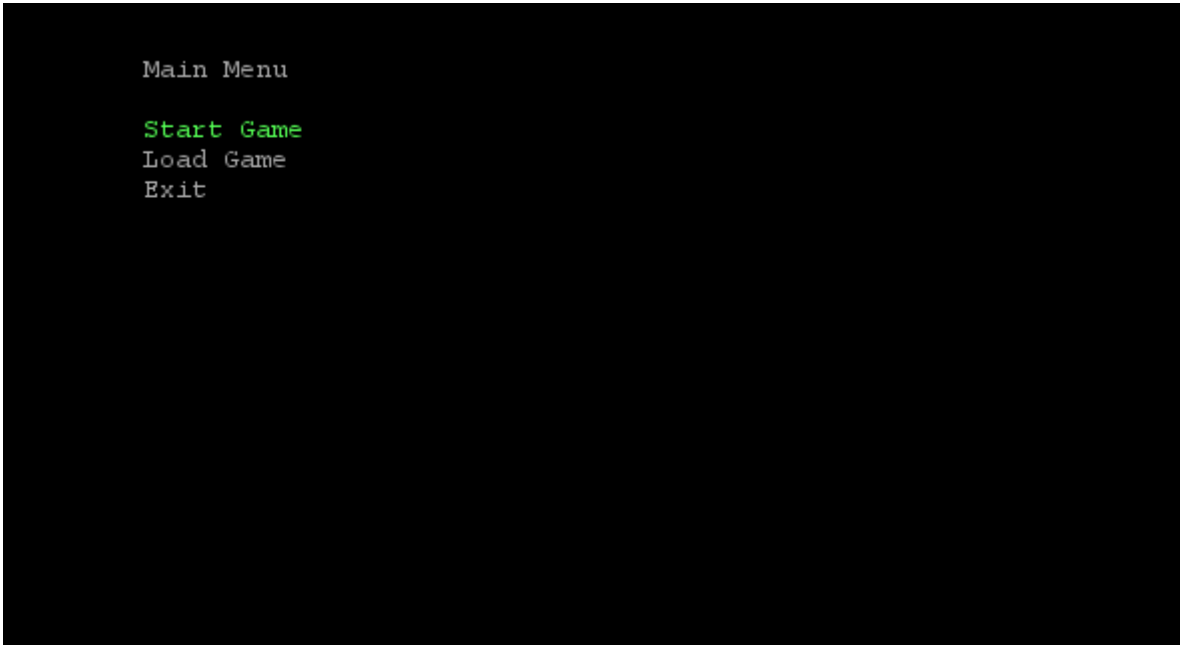
As a result, the damage dealt will also differ with each roll.

1. Starting a new game

Initialise a new game instance.

- Press the run button in the top right corner to run the application.
- Use the `up`, `down` and `enter` key to select `start game`

Example outcome:



```
Main Menu  
  
Start Game  
Load Game  
Exit
```

2. Load previous game

Players can load previously saved game to continue their progress from where they left off.

Command: `load`

Example usage:

```
{To be updated}
```



3. Attacking an enemy

The player launches an attack on the enemy with the damage dealt determined by the roll of a die.

Command: `attack`

Example usage:

```
attack
```



```
  _____
 |         |
 |    0    |
 |         |
 |_____|
 |
 |-----|
```

```
  _____
 | 0   0 |
 | 0   0 |
 | 0   0 |
 |_____|
 |
 |-----|
```

10 bonus points for this action!

Narrator: You punch the Goblin with your bare fist!

Narrator: You dealt 19 damage.

Narrator: The Goblin lunges forward and attacks!

Narrator: It dealt 13 damage.

Hero's stats:

HP:

[#####]

ATK: 20

DEF: 10

Equipments:

Goblin's stats:

HP: [#####]

ATK: 15

DEF: 5

4. Defending against incoming attacks

Player defend themselves from incoming attacks and gain defense bonus determined by a die roll.

Command: `defend`

Example usage:

```
defend
```

```
| 0  0 |  
| 0  0 |  
| 0  0 |  
-----
```

```
| 0      |  
|   0    |  
|      0 |  
-----
```

10 bonus points for this action!

Narrator: The Goblin lunges forward and attacks!

Narrator: You barely felt that attack... the Goblin dealt only 9 damage.

Hero's stats:

HP:

[#####]

ATK: 10

DEF: 60

Equipments:

Goblin's stats:

HP: [#####]

ATK: 15

DEF: 5

5. Surrender early

Players can use the flee command to end the game early, avoiding further damage but potentially losing reward.

Command: `flee`

Example usage:

```
{To be updated}
```

6. Buy equipment

Players can use the buy command to purchase weapons, armor, or boots from a shop using gold earned.

Command: `buy`

Example usage:

{To be updated}



7. Sell equipment

Players can trade their unwanted gear for gold at a shop.

Command: `sell`

Example usage:

{To be updated}



8. End shopping

Players can exit the shop and return to their adventure.

Command: `leave`

Example usage:

{To be updated}



9. Ending the game prematurely

Players can quit the game early, returning to the main menu or desktop.

Command: `exit`

Example usage:

{To be updated}



Command Summary

- Load previous game: `load` {To be updated}
- Attack an enemy `attack`
- Defend against attacks `defend`
- Surrender early: `flee` {To be updated}
- Buy equipment: `buy` {To be updated}
- Sell equipment: `sell` {To be updated}
- End shopping: `leave` {To be updated}

- End game prematurely `exit` {To be updated}