COS 221 Fundamental Data Structures Project Specification

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The main goal of the project is to develop a simple fighting game. The player will be able to enter the kind of monsters he wants to fight as well as the hero with which to fight them. An alternative option would be to fight randomly generated series of monsters in case the player wants just to start playing. In any case the player would be able to sort the “wave” of monsters by some of their characteristics or just fight them in the order they were created. The series of monsters will be stored in a vector. As for polymorphic functions, every character will have an “attack” and “defend” action, defined differently for the specific subclass.

Hierarchy:

Character

Droid

Werewolf

Vampire

Monster

Mage

Warrior

Hero