COMPUTER PROJECT

**DRAGON BALL XENOVERSE**



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AIM:

To design an interactive base game regarding the supernatural world of saiyans. And to give an experience which you will never forget.

[NOTE: NO ANIMALS WERE HARMED DURING THIS]

INTRODUCTION:

This project is about interactive role play gaming. You are introduced to a gaming world where you are supposed to fight against your enemy.

In this project we have attempted to illustrate gaming via a menu driven program.

HEADER FILES:

#include<iostream.h> : used to provide input and

output facility.

#include<conio.h> : declares clear screen

function and getch()

function

#include<fstream.h> : used to access files.

#include<stdlib.h> : used for random () function

#include<string.h> : used for providing strcmp(),

strcpy() and strlen()

#include<stdio.h> : used for gets() function

#include<dos.h> : used for delay.

CLASSES INCLUDED:

* 1. USER: Contains user name, pass and

status.

* 2. CHARACTER : Contains um, sm, health

points(hp), mana

power(mp), ultimate

move point(ump).

FILES:

1. A binary file “pwd.dat” to sign up, sign in and exit, and to check if the player is existing or not, if yes, then to display the number of times he has played and his/her status.

FUNCTIONS INCLUDED:

* FUNCTIONS BELONGING TO CLASS “USER” :

1. in() : used to acquire details of character
2. up() : used to display details of character
3. retpw() : used to return password.
4. retnm() : used to return name.
5. retstatus() : used to return status.
6. retdate() : used to return date.
7. modstatus(char str[30]): used to modify status
8. setpw(char\*p) : to take in password
9. setnm(char\*u): to take in username

* FUNTIONS BELONGING TO CLASS “CHARACTER”:

1. nment(char nm[30]) : used to provide

name.

1. updatehp(int rhp) : used to update

the health points(hp).

1. updateemp(int rmp) : used to update

mana points(mp).

1. updateump() : used to update the

ultimate move point(ump).

1. updatesm(char sign[30]) : used to

update signature move(sm).

1. retsm() : used to return sm.
2. retum() : used to return ultimate

move(um).

1. retname() : used to return name.
2. rethp() : used to return health

point(hp).

1. retmp() : used to return mana

points(mp).

1. retump() : used to return ultimate

move point(ump).

* INDIVIDUAL FUNCTIONS:

1. game(user &ob3): used to run the game

simulation

1. loading(): used to display the loading

screen

1. signup(user ob3): used to sign up
2. signin(user &s): used to sign in
3. FAtt(character &ob1, char fa[30]): used for

enemy attacks

PROGRAM CODE:

#include<iostream.h>

#include<conio.h>

#include<fstream.h>

#include<stdlib.h>

#include<string.h>

#include<stdio.h>

#include<dos.h>

void loading();

class user

{

char usernm[20], pass[20],status[30];

public:

char date[30];

void in();

void up();

char \*retpw()

{

return pass;

}

char \*retnm()

{

return usernm;

}

char \*retstatus()

{

return status;

}

char \*retdate()

{

return date;

}

void modstatus(char str[30])

{

strcpy(status,str);

}

void setpw(char\* p)

{

strcpy(pass,p);

}

void setnm(char\* u)

{

strcpy(usernm,u);

}

};

void user::up()

{

cout<<"The user name is:"<<usernm<<"\n The status is:"<<status<<"\nThe date is:"<<date;

}

void user::in()

{

int z,i,b=8;

clrscr();

gotoxy(22,7);

for(i=0;i<35;i++)

cout<<"<";

gotoxy(21,8);

for(i=0;i<9;i++,b++)

{

cout<<"^";

gotoxy(21,b);

}

gotoxy(22,16);

for(i=0;i<35;i++)

cout<<">";

gotoxy(57,15);

for(i=0,z=15;i<9;i++,z--)

{

cout<<"^";

gotoxy(57,z);

}

gotoxy(36,9);

cout<<"LOGIN";

gotoxy(28,11);

cout<<"PLAYER NAME :";

gotoxy(28,13);

cout<<"PASSWORD :";

gotoxy(28,15);

cout<<"DATE (dd/mm/yy) :";

gotoxy(41,11);

gets(usernm);

gotoxy(39,13);

gets(pass);

gotoxy(45,15);

gets(date);

clrscr();

}

class character

{

char um[20],sm[30];

int hp,mp,ump;

char name[30];

public:

character()

{

hp=200;

mp=150;

ump=2;

strcpy(um,"SPIRIT BOMB");

}

void nment(char nm[30])

{

strcpy(name,nm);

}

void updatehp(int rhp)

{

hp-=rhp;

}

void updatemp(int rmp)

{

mp-=rmp;

}

void updateump()

{

ump--;

}

void updatesm(char sign[30])

{

strcpy(sm,sign);

}

char\*retsm()

{

return sm;

}

char\*retum()

{

return um;

}

char\*retname()

{

return name;

}

int rethp()

{

return hp;

}

int retmp()

{

return mp;

}

int retump()

{

return ump;

}

};

void game(user &ob3);

void loading()

{

clrscr();

int b=0;

char ch1[]="DRAGON BALL XENOVERSE";

\_setcursortype(\_NOCURSOR);

gotoxy(26,10);

while(b<strlen(ch1))

{

cout<<ch1[b++];

delay(100);

}

clrscr();

int i,a=0;

char ch[]="LOADING";

\_setcursortype(\_NOCURSOR);

gotoxy(32,10);

while(a<strlen(ch))

{

cout<<ch[a++];

delay(300);

}

gotoxy(18,13);

for(i=0;i<45;i++)

{

delay(30);

cout<<"\_";

}

\_setcursortype(\_NORMALCURSOR);

}

void signup(user &ob3)

{

ofstream fout;

fout.open("pwd.dat",ios::app|ios::binary);

ob3.in();

fout.write((char\*)&ob3,sizeof(ob3));

fout.close();

cout<<"You have successfully signed up\n";

getch();

clrscr();

}

int signin(user &s)

{

char u[20], p[20];

int z,i,b=8;

ifstream fin;

fin.open("pwd.dat",ios::in|ios::binary);

clrscr();

gotoxy(22,7);

for(i=0;i<35;i++)

cout<<"<";

gotoxy(21,8);

for(i=0;i<9;i++,b++)

{

cout<<"^";

gotoxy(21,b);

}

gotoxy(22,16);

for(i=0;i<35;i++)

cout<<">";

gotoxy(57,15);

for(i=0,z=15;i<9;i++,z--)

{

cout<<"^";

gotoxy(57,z);

}

gotoxy(36,9);

cout<<"LOGIN";

gotoxy(28,11);

cout<<"PLAYER NAME :";

gotoxy(28,13);

cout<<"PASSWORD :";

gotoxy(41,11);

cin>>u;

gotoxy(39,13);

cin>>p;

int play=0,f=0,w=0;

while(fin.read((char\*)&s,sizeof(s)))

{

if((strcmp(u,s.retnm())==0)&&(strcmp(p,s.retpw())==0))

{

f=1;

play++;

if(strcmp(s.retstatus(),"WIN")==0)

w++;

}

}loading();

if(f==0)

{

gotoxy(45,17);

cout<<"\nIncorrect data entered ";

getch();

clrscr();

return(0);

}

else

{

clrscr();

cout<<u<< " Has fought for us: "<<play;

cout<<"\nHas won: "<<w;

fin.close();

ofstream fout("pwd.dat",ios::app|ios::binary);

s.setpw(p);

s.setnm(u);

cout<<"\nEnter the date:(dd/mm/yy)";

cin>>s.date;

fout.write((char\*)&s,sizeof(s));

fout.close();

getch();

clrscr();

return(1);

}

}

void FAtt(character &ob1,char fa[30])

{

int f=random(2);

if(f==0)

{

strcpy(fa,"DEATH GRIP");

cout<<"\nFrieza used: "<<fa;

ob1.updatehp(30);

}

else if(f==1)

{

strcpy(fa,"KI DRAIN");

cout<<"\nFrieza used: "<<fa;

ob1.updatehp(40);

}

else if(f==2)

{

strcpy(fa,"DEATH BALL");

cout<<"\nFrieza used: "<<fa;

ob1.updatehp(50);

}

}

void main()

{

user ob3;

int h;

clrscr();

randomize();

do

{

clrscr();

cout<<"Do you want to\n (1)SIGNIN\n (2)SIGNUP \n (3)EXIT";

cin>>h;

if(h==1)

{

int x=signin(ob3);

if(x==1)

game(ob3);

}

else if(h==2)

{

signup(ob3);

game(ob3);

}

getch();

}while(h!=3);

}

void game(user &ob3)

{

int a=400,x,h;

char sign[30],fa[30];

character ob1;

char c;

cout<<"TRUNKS:\nFreiza \nThe ruler of chaos has been reborn with the help of the shadow

dragon balls back on Earth... \nYou are our only hope... our gleam of victory... \nI,

Trunks will be your mentor and guide you to your

VICTORY...DESTINY...PEACE"<<endl;

getch();

clrscr();

cout<<"TRUNKS:\nDo you remember anything...\nI've got a good feeling about

you..."<<endl;

getch();

clrscr();

ob1.nment(ob3.retnm());

clrscr();

cout<<"TRUNKS:\nYou have to train... "<<ob1.retname()<<" But for now...here are your

power levels"<<endl;

cout<<"UMP="<<ob1.retump()<<"\nMP="<<ob1.retmp()<<"\nHP="<<ob1.rethp()<<endl;

getch();

clrscr();

cout<<"TRUNKS:\nDo you wish to train?";

cout<<"Choose 'Y' for yes...\nYou can't go back if you choose anything else we're not Whis

anyway...\nChoose wisely";

cin>>c;

if(c=='Y'||c=='y')

{

cout<<"Wise choice savior...I'll take you to the Supreme Kai...\nHe will train

you!"<<endl;

if(random(4)==0)

{

cout<<"After all your hardwork in the hyperbolick time chamber...\nYou

learnt GALLICK GUN";

strcpy(sign,"GALLICK GUN");

ob1.updatesm(sign);

getch();

clrscr();

}

else if(random(4)==1)

{

cout<<"After all your hardwork in the hyperbolick time chamber...\nYou

have learnt FINAL FLASH";

strcpy(sign,"FINAL FLASH");

ob1.updatesm(sign);

getch();

clrscr();

}

else if(random(4)==2)

{

cout<<"After all your hardwork in the hyperbolick time chamber...\nYou

have learnt KAMEHAMEHA";

strcpy(sign,"KAMEHAMEHA");

ob1.updatesm(sign);

getch();

clrscr();

}

else if(random(4)==3)

{

cout<<"After all your hardwork in the hyperbolick time chamber...\nYou

have learnt DRAGON FIST";

strcpy(sign,"DRAGON FIST");

ob1.updatesm(sign);

getch();

clrscr();

}

}

cout<<"\nI hope your ready...IKUZO!!!"<<endl;

cout<<"\*\*Trunks and I use instant transmission to get to the battle field...\nIt's the Cell

Games Arena.\nI hope I'm ready, I hope I'm all that Trunks hopes for...\nI

hope...No...I KNOW I'll beat him!!!\*\*"<<endl;

getch();

clrscr();

cout<<"FREIZA:\nI was waiting for you Human...\nI could sense your Power level from

here...\nIt's been a long time since I've had fun..."<<endl;

cout<<"TRUNKS:\nStead fast, It's time...Gambane!"<<endl;

do

{

cout<<"\nChoose your Move - \n1 for melee attack \n2 for Ki attack, \n3 for your signature

move \n4 for your ultimate move"<<endl;

cin>>x;

switch(x)

{

case 1:

cout<<"You used METEOR MASH";

a-=50;

if(a<0)

a=0;

FAtt(ob1,fa);

if(ob1.rethp()<0)

cout<<"\nDon't worry...you have "<<ob1.rethp()<<" life left...\nBut I think

it's working...He has "<<a<<" life left"<<endl;

break;

case 2:

if(ob1.retmp()>=20)

{

cout<<"You used KI BLAST";

a-=70;

if(a<0)

a=0;

ob1.updatemp(20);

FAtt(ob1,fa);

cout<<"\nDon't worry...you have "<<ob1.rethp()<<" life left...\nBut I

think it's working...He has "<<a<<" life left"<<endl;

break;

}

else

{

cout<<"You don't have that much Ki left in your body...";

break;

}

case 3:

if(ob1.retmp()>=30&&(c=='y'||c=='Y'))

{

ob1.retmp();

cout<<"You used "<<ob1.retsm();

a-=80;

if(a<0)

a=0;

ob1.updatemp(30);

FAtt(ob1,fa);

cout<<"\nDon't worry...you have "<<ob1.rethp()<<" life left...\nBut I

think it's working...He has "<<a<<" life left"<<endl;

break;

}

else if(ob1.retmp()>=30)

{

cout<<"You don't have that much Ki left in your body...";

break;

}

case 4:

if(ob1.retump()>0)

{

cout<<"You used "<<ob1.retum();

a-=100;

ob1.updateump();

if(a<0)

a=0;

ob1.updatemp(50);

FAtt(ob1,fa);

cout<<"\nDon't worry...you have "<<ob1.rethp()<<" life left...\nBut I

think it's working...He has "<<a<<" life left"<<endl;

break;

}

else

{

cout<<"You don't have that much Ki left in your body...";

break;

}

default:

cout<<"Don't be so reckless...Choose your move wisely";

break;

}

}while((a>0)&&(ob1.rethp()>0));

if(a==0)

{

clrscr();

cout<<"Your health:"<<ob1.rethp()<<"\nFreiza's health:"<<a;

cout<<"\nTRUNKS:\nI cannot sense his power level...\nI think you have done it...\nI think

its finally over...\nNow peace will reign over the xenoverse for a long,long

time.\nBut you can never be too sure...";

user ob4;

fstream f;

f.open("pwd.dat",ios::in|ios::out|ios::binary);

while(f.read((char\*)&ob4,sizeof(ob4)))

{

if((strcmp(ob4.retnm(),ob3.retnm())==0)&&(strcmp(ob4.retdate(),ob3.retdate())==0))

{

ob4.modstatus("WIN");

f.seekp(f.tellg()-sizeof(ob4),ios::beg);

f.write((char\*)&ob4,sizeof(ob4));

f.close();

break;

}

}

}

if(ob1.rethp()<=0)

{

clrscr();

cout<<"Your health:0"<<"\nFreiza's health:"<<a;

cout<<" \nTRUNKS:\nYou put in a valiant effort...\nBut he was too strong...\nBut dont

worry,there is still hope...we still have the dragon balls...";

user ob4;

fstream f;

f.open("pwd.dat",ios::in|ios::out|ios::binary);

while(f.read((char\*)&ob4,sizeof(ob4)))

{

if((strcmp(ob4.retnm(),ob3.retnm())==0)&&(strcmp(ob4.retdate(),ob3.retdate())==0))

{

ob4.modstatus("LOSE");

f.seekp(f.tellg()-sizeof(ob4),ios::beg);

f.write((char\*)&ob4,sizeof(ob4));

f.close();

break;

}

}

}

}

OUTPUT:

Do you want to

(1) SIGNIN

(2) SIGNUP

(3)EXIT

1

---x---

<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<

^ LOGIN ^

^ PLAYER NAME: Kakarot ^

^ PASSWORD: gohan987 ^

>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>

---x---

Kakarot Has fought for us: 12

Has won: 9

Enter the date:(dd/mm/yy)

22/11/16

TRUNKS:

Freiza

The ruler of chaos has been reborn with the help of the shadow dragon balls back

on Earth...

You are our only hope... our gleam of victory...

I, Trunks will be your mentor and guide you to your VICTORY...DESTINY...PEACE

---x---

TRUNKS:

Do you remember anything...

I've got a good feeling about you...

---x---

TRUNKS:

You have to train... Kakarot But for now...here are your power levels

UMP=2

MP=150

HP=200

---x---

TRUNKS:

Do you wish to train? Choose 'Y' for yes...

You can't go back if you choose anything else we're not Whis anyway...

Choose wisely Y

---x---

Wise choice savior...I'll take you to the Supreme Kai...

He will train you!

I hope your ready...IKUZO!!!

\*\*Trunks and I use instant transmission to get to the battle field...

It's the Cell Games Arena.

I hope I'm ready, I hope I'm all that Trunks hopes for...

I hope...No...I KNOW I'll beat him!!!\*\*

---x---

FREIZA:

I was waiting for you Human...

I could sense your Power level from here...

It's been a long time since I've had fun...

TRUNKS:

Stead fast, It's time...Gambane!

---x---

Choose your Move -

1 for melee attack

2 for Ki attack,

3 for your signature move

4 for your ultimate move

4

You used SPIRIT BOMB

Frieza used: KI DRAIN

Don't worry...you have 160 life left...

But I think it's working...He has 200 life left

Choose your Move -

1 for melee attack

2 for Ki attack,

3 for your signature move

4 for your ultimate move

4

You used SPIRIT BOMB

Frieza used: TAIL WHIP

Don't worry...you have 130 life left...

But I think it's working...He has 100 life left

Choose your Move -

1 for melee attack

2 for Ki attack,

3 for your signature move

4 for your ultimate move

3

You used FINAL FLASH

Frieza used: KI DRAIN

Don't worry...you have 90 life left...

But I think it's working...He has 20 life left

Choose your Move -

1 for melee attack

2 for Ki attack,

3 for your signature move

4 for your ultimate move

3

You don't have that much Ki left in your body...

Choose your Move -

1 for melee attack

2 for Ki attack,

3 for your signature move

4 for your ultimate move 2

--x--

Your health:60

Freiza's health:0

TRUNKS:

I cannot sense his power level...

I think you have done it...

I think it’s finally over...

Now peace will reign over the Xenoverse for a long, long time.

But you can never be too sure...

---x---

SUGGESTED IMPROVEMENTS

* MORE LEVELS COULD’VE BEEN INTRODUCED
* MORE PLAYABLE CHARACTERS COULD’VE BEEN INTRODUCED