

Final Project Proposal

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Battle Gauntlet:

This program allows you to play a battle gauntlet against randomly generated enemies. At the start of the game, you are allowed to allocate your stats for your fighter. Your stats are Health, Physical Attack, Magical Attack, Physical Defense, Magical Defense, and Speed. You must distribute a set number of points among these.

The enemies will have randomly generated stats, which will be generated by a random number generator. They will get progressively more difficult as the range of the random numbers will get bigger.

The player and enemy will be objects, with the stats being instance variables. The stats will be multiplied by 10 to make it feel like they are bigger.

Damage calculation will be simple. Damage taken will be $\text{Attack} - \text{Defense}$. If this value is negative, 1 damage will be done.

The methods of the player and enemy class will be for logging in damage taken and such. I'm not entirely sure yet. As I build the program I'll see how it goes. One of the methods in the enemy class will be for its AI, which will look at what its best stat is and use that stat, enabling it to make smarter decisions and play to its strengths.

I will try to get music playing. It hasn't been working but I'll keep trying.

This game will be entirely text based.

Once you defeat an enemy, a new enemy will be generated with higher stats. This can be done by running the game again, but altering the stats in between. You are not healed between battles. The aim is to get as far as you can. If I have time, I'll make a leaderboard as a file, which ranks players by how many enemies they defeated.