

Demiurge group project

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Lutemon game

General work description

The app is a turn-based battle game, where you can create, train your Lutemons and have them fight against ai controlled enemies. You start by creating unique Lutemons of different colors, each with their own predetermined stats, and manage them from your home area. They can be then moved to battleground or training area, in the latter you can train them adding experience which will influence their stats. In arena you can fight some predetermined ai controlled enemies with different difficulty.

Implemented features

Lutemon Creation:

Create new Lutemons by selecting their color and name. Each color (white, green, pink, orange, black) has unique base stats.

Training System:

Train Lutemons in the Training Area to increase their experience points, which will randomly increase one of their stats.

Turn-Based Battle System:

Engage in turn-based battles against ai controlled enemies. The player and enemy selects actions each turn (attack, defend or power up), ai difficulty determines access to such choices. Winning battles grants experience which also randomly increase one of their stats

Statistics Tracking:

The app tracks detailed statistics for each Lutemon, including battles participated, victories, training days.

Visual Representation:

Each Lutemon type is represented with a unique self-drawn image.

No Death

Defeated Lutemons lose all experience and stats.

RecyclerView Integration:

App implements LutemonAdapter for efficient list management in battle selection UI

Battle Randomness:

Incorporates damage variance through $\text{attack} + (\text{int})(\text{Math.random()} * 3)$

Class diagram

