

Hyrule Castle

During this project, you will build a little RPG and decide on which game mechanics you wish to implement.

First, you will have to make the basis of the game. Then, you will be able to pick mods out of a given list. Each mod you successfully implement will give you additional points, based on their difficulty.

Basic Game :

Before moving on to the mods, it is mandatory to have the basics of the game.

The game is a turn-by-turn RPG. You incarnate a character that challenges the Hyrule Castle, a tower composed of 10 floors. Each floor you encounter an enemy and on the last floor, you challenge the Boss.

For now, your character will be Link. He has 60 maximum health points (HP) and 15 strength (STR).

Each fight you will face a Bokoblin which has 30 HP and 5 STR.

For the 10th floor boss, you will have to defeat "Ganon" who will have 150 HP and 20 STR.

During each fight, you have the choice between "Attack" and "Heal":

"Attack" deals damages to the opponent equal to the **STR** stat of the character

"Heal" will heal the character by half of his maximum **HP**

After your character's turn, the opponent attacks and deals damages equal to his str.

When the opponent's HPs fall to 0, he is defeated and the character climbs one more floor.

When the character's HPs fall to 0, he dies and the game stops.

If the boss is defeated, the game stops with a message of congratulations.

Dynamics Characters

Using the parsing knowledge you acquired yesterday, you will fetch the data of the characters from the given csv files.

These files can be downloaded from pastebin through `wget` or from your intra. If you download them from pastebin, don't forget to add a newline at the end.

The player character will be fetched from the **players.csv** file.

The enemies will be fetched from the **enemies.csv** file.

The boss character will be fetched from the **bosses.csv** file

The player character, the enemies and the boss will be randomly selected, using the **rarity** as a probability vector (see Rarity).

Mod your game !!!