

Final Project Proposal

"Type Titans"

For our project, we will be making a video game that is similar to a mobile game called "Tap Titans". "Tap Titans" is a game that is focused around tapping your screen repeatedly in order to deal damage to Titans, the enemies in the game. The faster you tap, the quicker the damage is dealt to the Titan. For our version, we will make use of user interaction with the CLI to register those "taps". The game is separated into "Stages" where each stage contains a certain amount of Titans. You advance to the next stage when you kill the "Boss" in each stage, which is the last and most powerful Titan in each stage. Of course, we will be making some crazy monsters to print for the player to see. In a way, this will be YoRPG on steroids with a lot more bells and whistles.

This game includes a RPG-like system. The player starts with the tap damage of 1 in the beginning of the game. As you kill Titans, they give you **Gold**, which you can use to hire other **heroes** to help you as well as upgrading the player's stats. In the actual game, the heroes would attack automatically, but we will not be implementing that. Instead, the heroes will just help the player cause more destruction per "tap". Each hired hero will have their own levels and upgrades. Throughout the game, there will always be a printed text to show the user their progress, as well as assisting the player with navigating through the upgrades.

After leveling your player's skill level to 50, you can choose to **Prestige**, which resets everything in the game except your weapon upgrades and any **Artifacts** and **Relics** you had. Artifacts are power-ups that enhance the gameplay such as increasing your tap damage or increasing the amount of gold you gain from each kill. Relics are the currency you use to buy Artifacts, and you gain them through a prestige.

Game Plan:

- "Unlocking" Artifacts will use Math.random to select a random artifact.
- For registering "taps" from the user, we originally thought of using the Scanner class and register a tap if the user presses "Enter" and doesn't type anything. However, that approach seems inefficient since we would constantly need to initialize new variables for the user's inputs. Fortunately, after we consulted the great TA Edmund, he told us about **key listeners**, which we will try to learn and use instead.
- Our game will involve lots and lots of Arrays! For example our artifacts and titans will be in arrays for organization sake.
- We will create new classes(wow! multiple classes!) for every hero, to allow for lots of variation between heroes.