Final Project Proposal

"Type Titans"

The world has been overrun by horrific monsters... Only you can help bring back peace to the land! Wield your blade and vanquish the terror! Summon other heroes along the way and collect artifacts to make yourself stronger. Help us Hero!

Woo:
- ❖ Stage (what level the player is currently in)
- ❖ Implements a KeyListener to register the user's pressing.
- ❖ Prompts the user to press a key to attack
- ❖ Each "Type" shows data relevant to the player

Instance Variables of Player:
- ❖ Name
- ❖ Gold
  - ➢ Main currency of the game
- ❖ Damage
  - ➢ Damage of each tap
  - ➢ Starts at 1 in the beginning of the game
- ❖ Level
  - ➢ There is no level cap
- ❖ Relics
  - ➢ Currency for Artifacts
- ❖ Artifacts
- ❖ Skills
- ❖ Weapon Level
- ❖ Skill Level
- ❖ Prestige

Features:

*** <u>Prestige</u> resets the game and sends you back to Stage 1 with boosted stats and you keep your Artifacts, Relics, and Weapon upgrades. You may use Prestige once your hero

***As you play the game, you earn Gold for killing Titans. You can spend Gold on your Weapon so that it increases your Damage. You can also spend Gold on Heroes, who accompany you on your quest. They only increase your Damage. You can use Gold to level up yourself or these other heroes.

***Although your hero can't die, the heroes you hire can die. If a hero dies, you can spend Gold to revive that hero.

Heroes:
- ❏ Brown
- ❏ A-Aron
- ❏ Holmes
- ❏ Clara
- ❏ Adrian
- ❏ Richard
- ❏ K
- ❏ Beach
- ❏ Clyde
- ❏ Pikachu
- ❏ Edmund

Instance Variables of Heroes:
- ❏ Name
- ❏ Damage
- ❏ Level
- ❏ Cost

*** Skills are abilities that are made available to the player by reaching a specific Level. The more powerful they are, the higher your level needs to be in order to unlock it. You keep the Skill after it's unlocked. There are cooldowns for each skill. You can use Gold to level up Skills.

*** Each Skill is assigned to a specific key on the keyboard. They will most likely be assigned to natural numbers from 1-6

Skills:

Name	Description	Cooldown	Unlock
Heavenly Strike	Deals 70 x (1 + skill level) x tap damage after a short delay	10 min	Level 5
Shadow Clone	Performs (3 x skill level + 4) taps per second for 30 seconds	10 min	Level 10
War Cry	All HIRED heroes attack (50 x skill level + 100)% for 30 seconds. Does not affect tap damage	30 min	Level 25
Berserker Rage	Increase tap damage by (30 x skill level + 40)% for 30 seconds. Does affect Heavenly Strike	60 min	Level 35
Hand of Midas	Get (5 x skill level + 10)% monster gold each tap	60 min	Level 40
Prestige	Resets game progress but retains diamonds, relics, artifacts and weapon upgrades.		Level 50

*** Relics are the currency used to buy Artifacts for your hero.
*** Artifacts are permanent buffs that enhance the gameplay such as an increase in DPS or more gold earned.
*** You gain 1 Relic after your first Prestige. However, the amount of Relics you gain increase depending on the amount of times you used Prestige.
*** In every Stage, there are 10 Titans that you need to kill. The 10th one is the Boss Titan, which is much stronger than the other 9.

User Interface (Data Shown in Terminal after each Key Press):
- ❏ **Current DPS**
- ❏ **Type Damage**
- ❏ **Hero DPS (Total DPS of all of your hired Heroes)**
- ❏ **Stage #**
- ❏ **Gold**
- ❏ **Titan (# / 10)**
- ❏ **Hero Names**

New Features:

Key Listeners	Timer

- The Interface KeyListener will be used to recognize what key the user is pressing
- We will use it to designate specific keys on the keyboard to different actions that the player can do
- List of Keys:
   - a → Attack
     i → Inventory
     h → Heroes
     s → Skills
     1 → Heavenly Strike
     2 → Shadow Clone
     3 → War Cry
     4 → Berserker Rage
     5 → Hand of Midas
     6 → Prestige
- Located in Woo.java
	- The Class Timer will be used to apply a <u>cooldown</u> to each Skill in the game after the user uses one
	- We may also use this to give the user a Bonus Item if they keep playing for a specific amount of time.
	* This Bonus Item function may not be incorporated in the project
	   - Ex: 30 min → Rare Weapon
	   - Ex: 15 min → Artifact
	- Located in Skills.java (? Woo.java if Bonus Item included)