

QUICK ACTION TERMINAL GAME

QUICK GAME PROPOSAL

This App will be a Quick Adventure Game that allows the user to select a preset character type to go on a scripted adventure. During your characters, adventure you'll develop their stats and skills by gaining experience point. The more you adventure the more experience your character will gain allowing them to level up. Each Adventure is a quick kill quest where the player will kill enemies and level up. When the player enters the Quick Adventure Game they will be prompted with a Game menu. Start Game, Create character, Load character, or Exit.

PROJECT SYNOPSIS

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The user will be given a prompt to make a selection based on the provided menu. The users selection will be validated to make sure the user selected a valid response. If the user selects start game the program will first validate to see if there is a character loaded then the user will see a message prompting them to load or create a character before starting the game. If there is a character loaded the character will run through the scripted quest and the results will be displayed to the user. If the user selects create a character, the user will be prompted to add the characters name. The users input will then be validated and if passes validation the characters name will be stored and the user will be returned to the main menu.

PROJECT SYNOPSIS

If the user selects Load character they will be shown a list of pre generated characters and any saved characters. The user then will be prompted to select from the listed characters, and the input will be validated to ensure a valid response was given. If the user does not make a valid selection the app will display a message prompting a valid response. After successfully selecting a character, the system will then load that character and then the user will be sent back to the main menu for further input. If the user selects Exit, the program will then stop running and display a goodbye message.

DESCRIPTION OF TECH

My app will contain a player class that will contain the following fields: string name, int level, int damage, int health, and float experience.

Then an enemy class that will have the following fields: string name, int damage, and int health. There will also be multiple enemy types that will inherit from the enemy class. There will also a method for the enemy to attack, and a method for the enemy to die in the enemy class. I will create a method for randomly generated experience upon completion of a fight. I will create a menu class that will have methods slowing the user to interact with the application. These methods will be displayMenu, and handlePlayerSelection. The displayMenu method will display the menu options for the player to select and interact with the game.

DESCRIPTION OF TECH

The handlePlayerSelection method will take the players selection and display appropriate app screens according to the players selection. There will also be a quest class where the values for damage will be generated with the Random method. I will have a a method for creating a player, method for saving player progress, a method to load a player, a method for leveling up a player, a method for the player to attack, and a method for the player to die in the player class. This application will contain a validation class that will contain multiple methods that will be used in validating input provided b the user during the application usage.



FLOWCHART

