



AUA American University
of Armenia

CS120: Introduction to Object-Oriented Programming

RPG Game Project:
Elden Square

Developers:

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Introduction

For our group project, we decided to make a simple text-based RPG game.



Structure

main

- Game
- Main
- Narrator

cli

- GameConsole

characters

- Fightable
 - GameCharacter
 - Playable Character
 - Warrior
 - Archer
 - Mage
 - NPC
 - Soldier
 - Officer
 - Boss



main

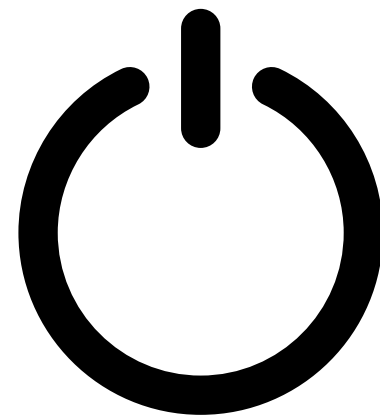
Game

All game logic is implemented in class Game.



Main

The main class where the game starts.



Narrator

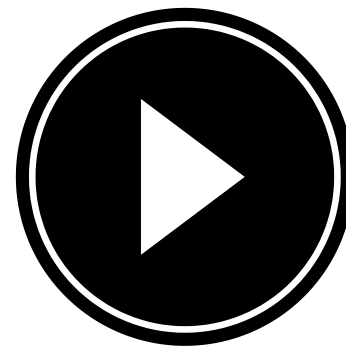
A class for storyline printing and giving instructions.



cli



GameConsole
Interfaces with the user



characters

Concrete classes

Archer Mage Warrior

Playable character types

Soldier Officer

Enemies classes

Boss

BBEG Class

Interfaces

Fightable

The interface defines all the actions that the enemy and player can make.

Abstract classes

GameCharacter

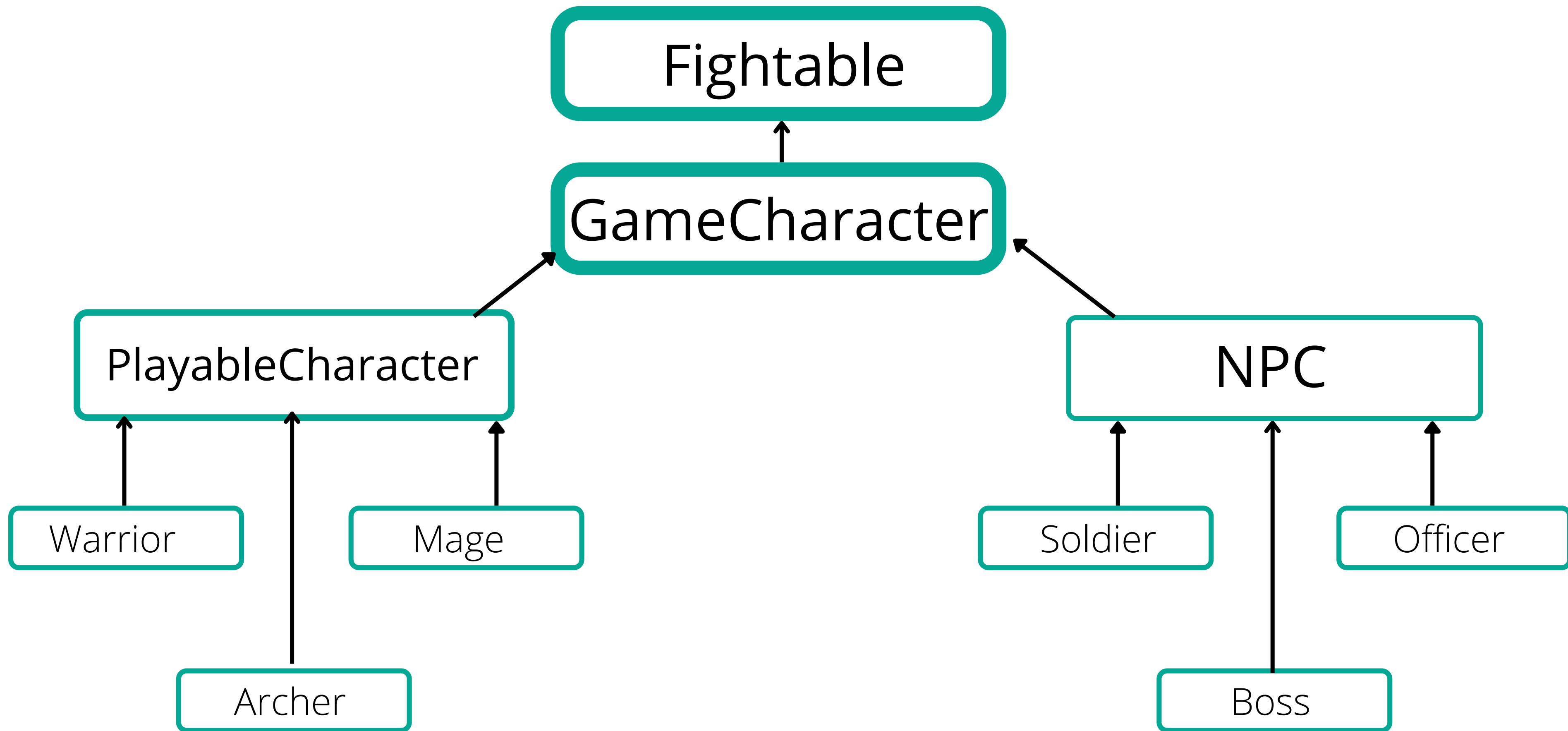
Properties and methods that game characters have.

NPC

Additional methods and properties only for enemies.

PlayableCharaters

Additional methods and properties only for playable character types.



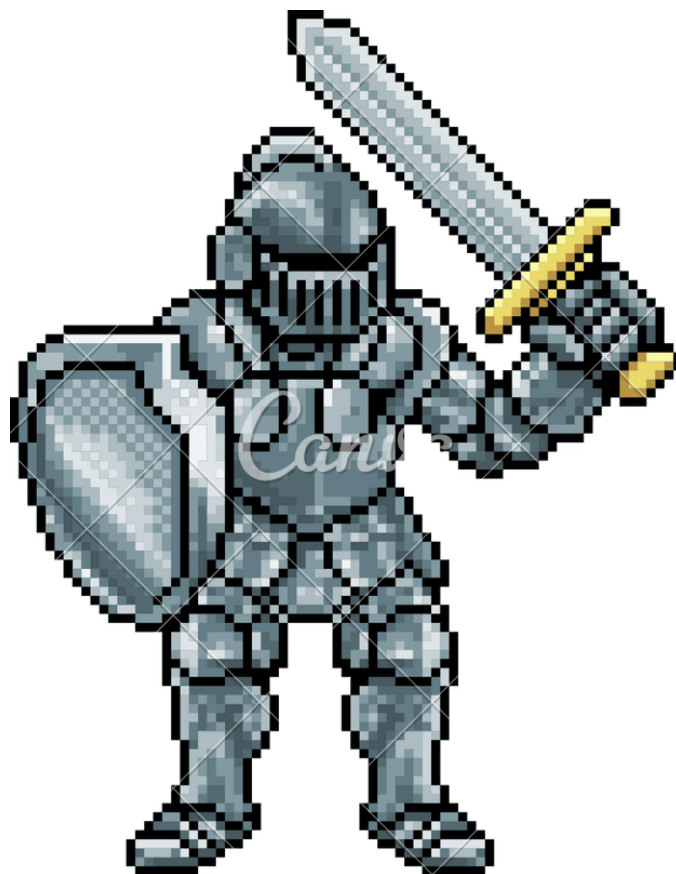
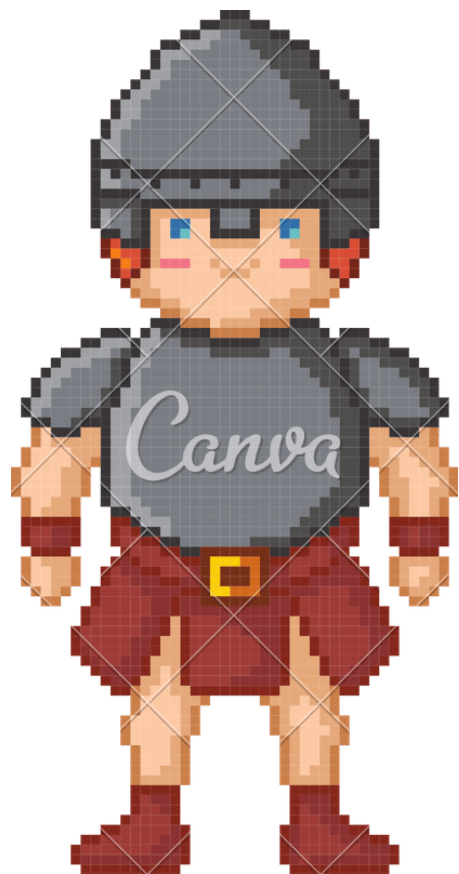
Playable Characters

Playable Character classes receive additional instance variables and methods such as specialCounter, useSpecialAbility() and heal()



NPCs

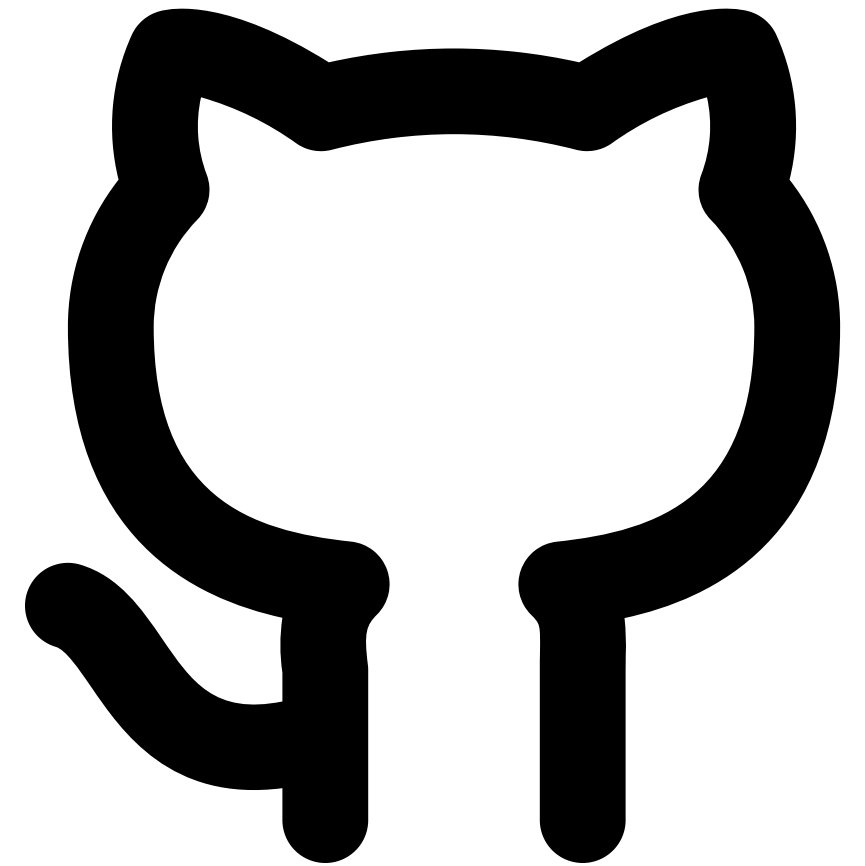
NPCs all share the methods from the Fightable interface, with the exception of the Boss class which overrides the attack() method.



Source code

Code available on GitHub

<https://github.com/CS120GSEGroup/CS120GroupProject2022>



THANK YOU
Any questions?

