



**AUA** American University  
of Armenia

# **CS120: Introduction to Object-Oriented Programming**

## RPG Game Project

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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

- Archer
- Boss
- Fightable
- GameCharacter
- Mage
- NPC
- Officer
- PlayableCharacter
- Soldier
- Warrior

# 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

A class to observe user  
input.

# 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**

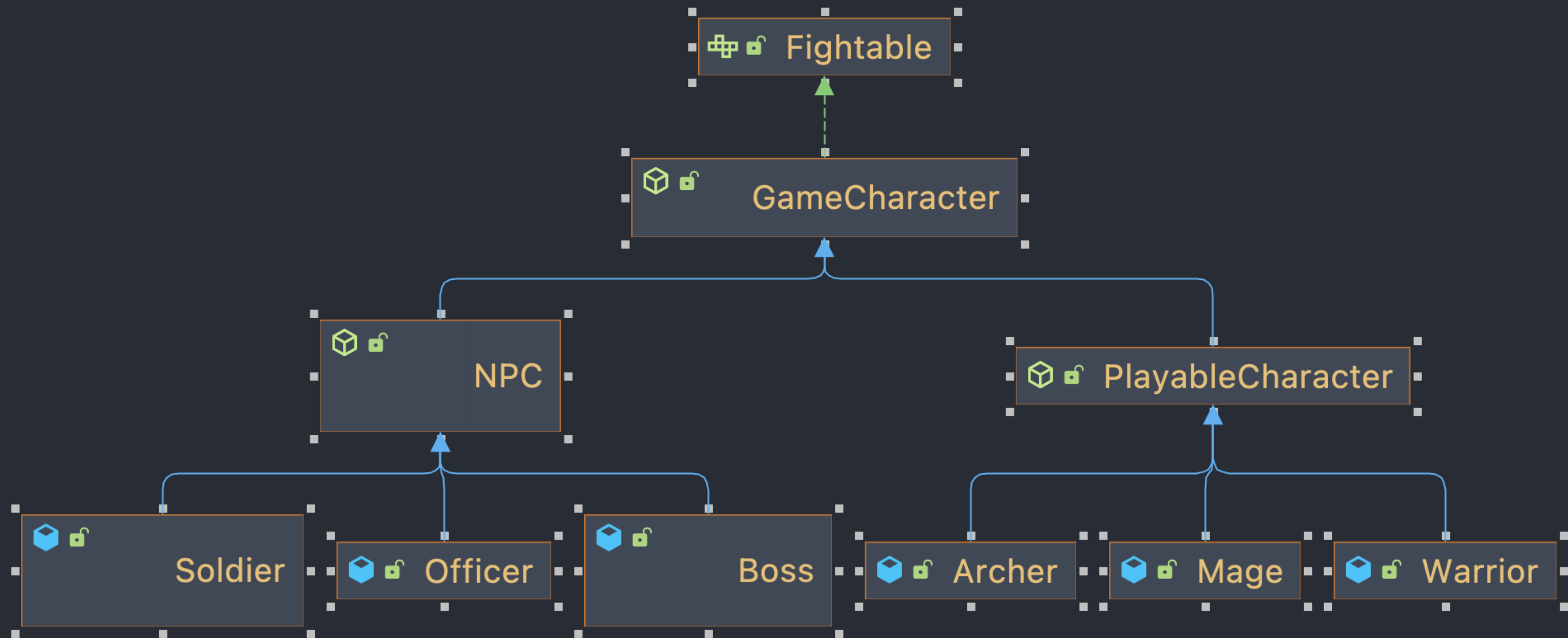
Properties and methods that game characters have.

### **NPC**

Additional methods and properties only for enemies.

### **PlayableCharaters**

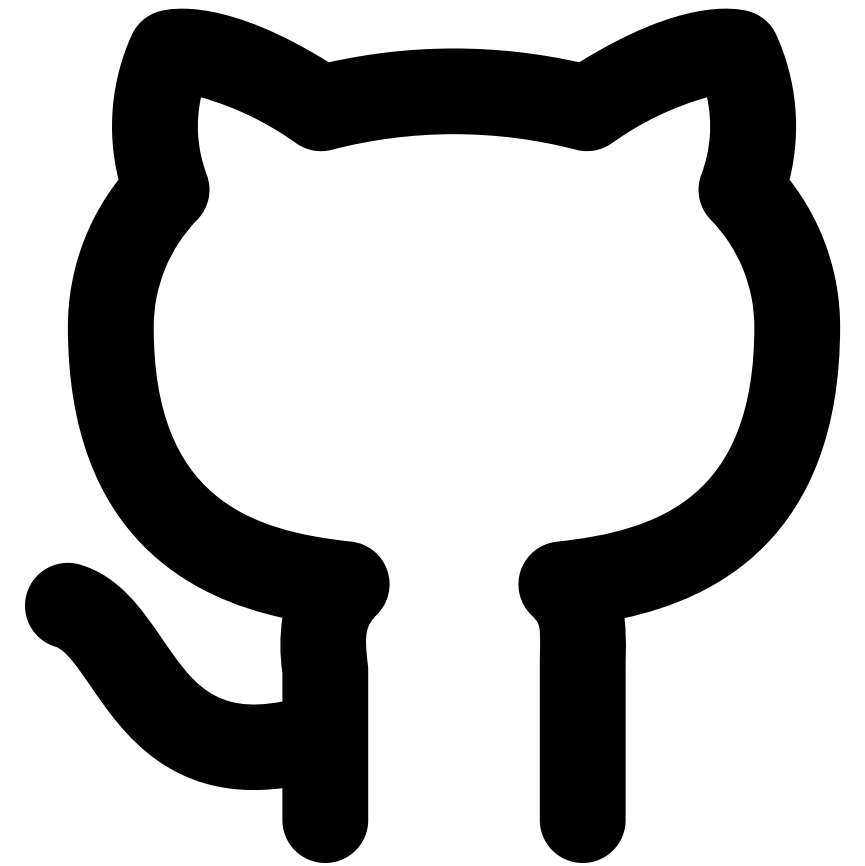
Additional methods and properties only for playable character types.



# Source code

Code available on GitHub

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





**THANK YOU**  
**Any questions?**

