Cameron Reading

Data 119 Python 1

4/18/2019

Outline/Plan for Final Project

Basic Fighter Battle DnD Style

Big Core Challenge of Program:

Able to allow user to make a pseudo character sheet, and or load one in (if previously made)

Have A fight between the player and opponent roll out, and declare who the victor!

**Creating/Loading in Char Sheets:**

The character sheets will be made from dictionaries (Super Helpful)

Ask the player if they have a file or want to make a character

If they want to make a character

Will ask for multiple inputs, and choices to determine multiple stats of there said characters.

An example would be: Choose Class (A) Barbarian (B) Ranger (C)…. Etc

And would store that choice and will determine next choices and stats

One stat example would be health, each class has a different health

Also each class will also be its owned contained function and will determine the rest of the dictionary with choices that go with the class choice

After all choices are made (Class, Weapon, Armor, etc) all choices will be amened to a big dictionary that will be at that put that players character for the game.

Will also immediately store the ‘character sheet’ to be used later and skip the creation part of the program!

IF they have a previous character that was already made within this program

Will prompt user to input name of character

Will check name and make sure that a file exists with that characters name

If it does exists then load it and return the dictionary!

If it doesn’t, then prompt them again!

\*COULD POTENTIALL PROGRAM A BOUNCE BACK STEP\* - allow user to go back one step to create a character

**Battle Sim Part**

The meat of the program and daunting part of the program.

Function that will determine the opponent of the player

Will load in the necessary stats for the said creature

The battle will have several if not a dozen if and elif statements within it.

Player will always go first.

Both player and opponent will be given very similar options to choice attacks.

ATTACK Function

Will roll a d20 plus modifier of the character and to see if it hits other characters AC stat

If it does it, roll for damage and return that damage

If it does not, then return a 0 for a miss

DEFEND Function

Will temporarily boost the AC of the character who choose it

Will add a temp AC Boost of +5 and will reset when the characters turn comes around with a flag of being true or not.

SPECIAL ATTACK [May or may not do this]

Depending on the class and depending on the choice of special attack it will do a certain attack with a certain result (Some will do more damage, others may knock a player out of a turn for a bit, and others may even HEAL the character itself!

Example: If player choose Barb, and choose special attack 2, it will story that choice in the dictionary, and when it gets to the players turn if the player chooses to do a special attack then it will do a specific function that is attached to that BarbSpecialAttack2 value!

Also special attack will only be able to be used a number of times, like 5 times, and will boot player and monster back if they try to use special attack again if they don’t have energy to use it again!

Battle will end once the either of the characters HP drops below 0!

A screen will shoot up with some ending description of the fight and will congrats of defeat of the player!