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CS 133c

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For my final project, I will create a science fiction text based adventure game. The game will start the player by asking for their name, race, and profession. The program will use this information throughout the game to create a different experience for the player. It will also have different stats depending the type of profession chosen by the player as well as an inventory list. It will also be an atmospheric and story driven game with a combat system.

It will meet all the requirements by utilizing the #define macro for the health and energy points, user IO and file IO will be used to save a map generated by the program, 2-D array will be used as a map for the game, an array of strings for the inventory for the character, dynamic memory management will be utilized with the users input as their characters name, and structs will be used to store character profiles.

Some tests I would use will be for the inputs. There will be a character name, a location using integers, players origin, and players profession. There will also be a lot of unit testing considering that I will try to break it down into multiple functions for ease of code management.

Other features I would add to the project would to have a more robust combat system. And more of a character profile where there are multiple uses of different stats and modifiers. I would also like to add more locations to the game, where each location is unique and feels “big”. Adding more items so the player can pick them up would also be something I’d like to add. Items that can be used to solve puzzles or used in combat against monsters.

------------ PSEUDOCODE -----------------

Struct player {

Char name;

Char race;

Char profession;

#define HP

#define ENERGY

}

Void inventory() {

Char inventory = {‘phaser’, ‘crowbar’, ‘med kit’};

}

Int gunslinger\_stats() {

Int gunslinger[2];

Gunslinger[0] = 20;

Gunslinger[1]= 15;

Return gunslinger;

}

Int engineer\_stats() {

Int engineer[2];

engineer[0] = 20;

engineer[1]= 15;

Return engineer;

}

Void combat() {

Int attack\_move;

Int player\_hp;

Int player\_attack1 = 30

Int player\_attack2 = 20

Int alien\_attack;

Int alien\_hp;

Alien\_attk = 20;

Alien\_hp = 50;

Player\_hp = 100;

If (attack\_move == 1) {

Alien\_hp = alien\_hp - player\_attack1;

}

If (attack\_move == 2) {

Alien\_hp = alien\_hp - player\_attack2;

}

Void location() { // loop this function

Int loc\_num;

Printf(“enter the location to travel: “);

Scanf(“%d”, &loc\_num);

}

Int main() {

Char user\_name;

Char user\_origin;

Printf(“what is your name? “);

Scanf(“%s”, user\_name);

Printf(“what is your origin? “);

Scanf(“%s”, user\_origin);

Printf(“what is your profession? “);

Scanf(“%s”, user\_profession);

}