Project Specification – Major Practical

# Introduction

Our project is a command line roguelike game. It allows users to play as a character

# Design Description

## Assessment Concept

## Memory allocation from stack and heap

**Arrays:** We will use dynamic array to keep track of items in the player’s inventory, this will change as the player purchase or use the items

**Strings:** This will be used to identify the different types of enemies and item names. Texts will be displayed in a form of a string to let the player know what is happening.

**Objects:** Game, Entity and Artifacts (items)

## User Input and Output

**I/O of different data types:** Command line. Enemies will show their next moves while players can enter which moves, they want to do (Attack, Defend)

## Object-oriented programming and design

**Inheritance:** Entity will have health and defence; player and enemies will inherit the attribute from entity.

## Class Diagram

## Class Description