

CCPS 406 Project: Text Adventure

State Diagram

Group members:

- Aden Hersi (Aden.hersi@ryerson.ca)
- Charif Sukkar (charif.sukkar@ryerson.ca)
- Ervin Demnushaj (ervin.demnushaj@ryerson.ca)
- Chris Fontein (cfontein@ryerson.ca)
- Jeessoo Kim (j17kim@ryerson.ca)

Instructor: Ilkka Kokkarinen

Subject: CCPS 406 Introduction to Software Engineering

School: Toronto Metropolitan University

Date: May 29, 2022

This is a documentation of the behaviour and possible states of one particular NPC, Monster. We have included the state diagram of a player although it is not required by the project guideline for Week7.

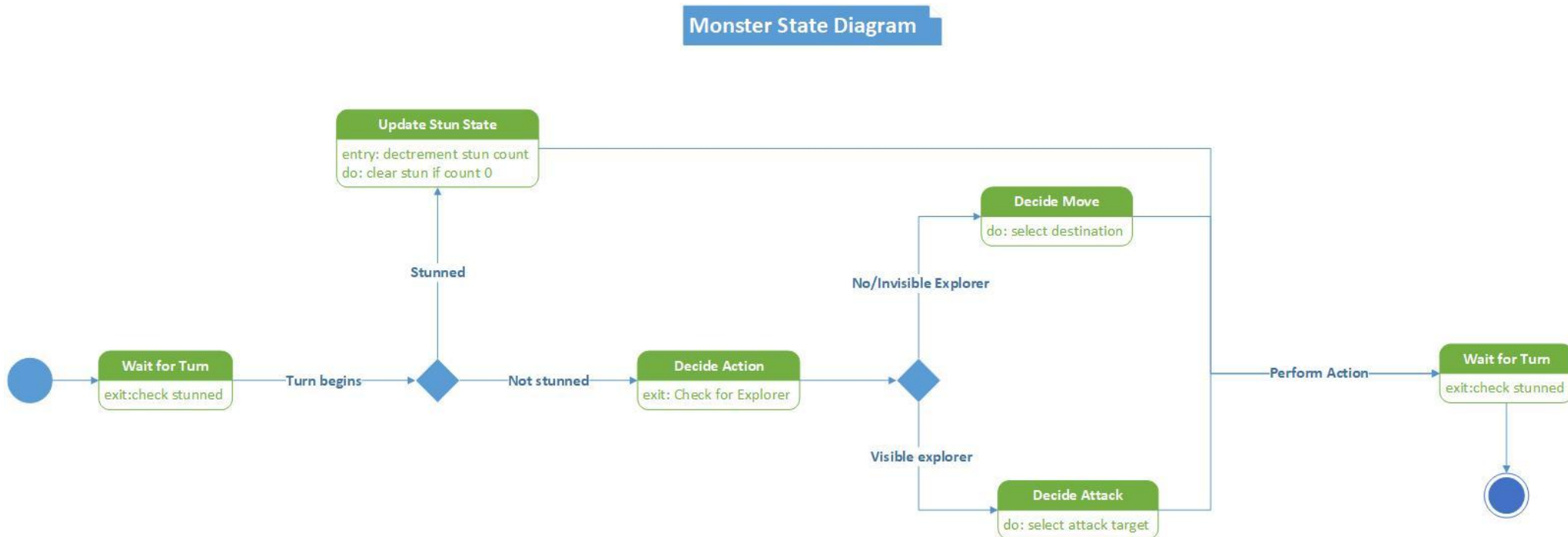
(1) Roving monster (unbeatable)

[Figure 1] shows the state diagram of Monster.

(2) Player

[Figure 2] shows the state diagram of the Player.

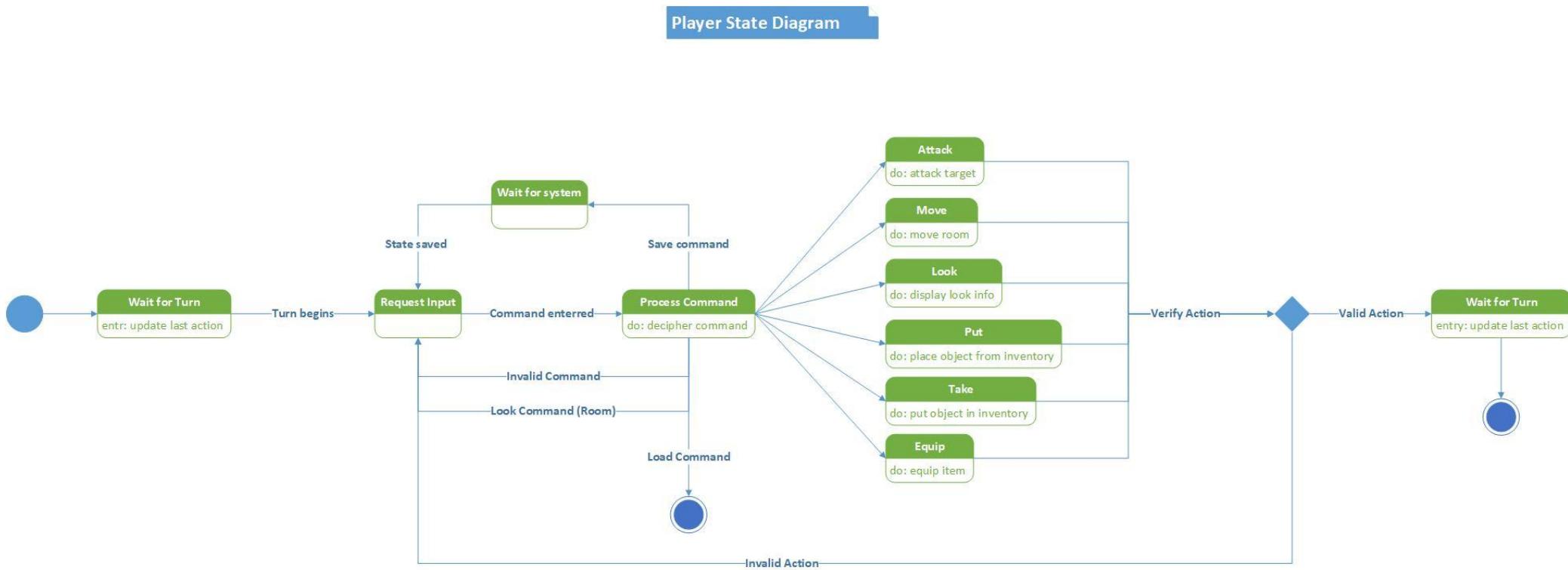
[Figure 1] Monster State Diagram



The monster initially is located in the monster room.
It moves randomly and its path is not available to other characters.
The monster has a nature to attack anyone in the same room.
It cannot be harmed except by a unique item, and drops a rare item if defeated.

When a game starts, the monster is waiting for its turn and then is decided to be either stunned or not.
If stunned, it waits for the next turn.
Otherwise, it will decide its next action, which is either to attack or to move.
When the action is performed, it will wait for the next turn.

[Figure2] Player State Diagram



When a game starts, the player is located in a start room and requested to provide an input on command line prompt.

In processing command/input, the system is processing the following jobs.

- saving user input/command
- checking if command is valid: if invalid, ask the player input again with instructional comment.
- look up command

Next, the system loads a command.

The command/action/verb options are as follows.

- Attack
- Move
- Look
- Put
- Take
- Equip

Now, the system verifies the action/verb, and if invalid, the player is requested input again. Otherwise, i.e. for a valid action, the action is completed and the player is waiting for the next turn toward another room..