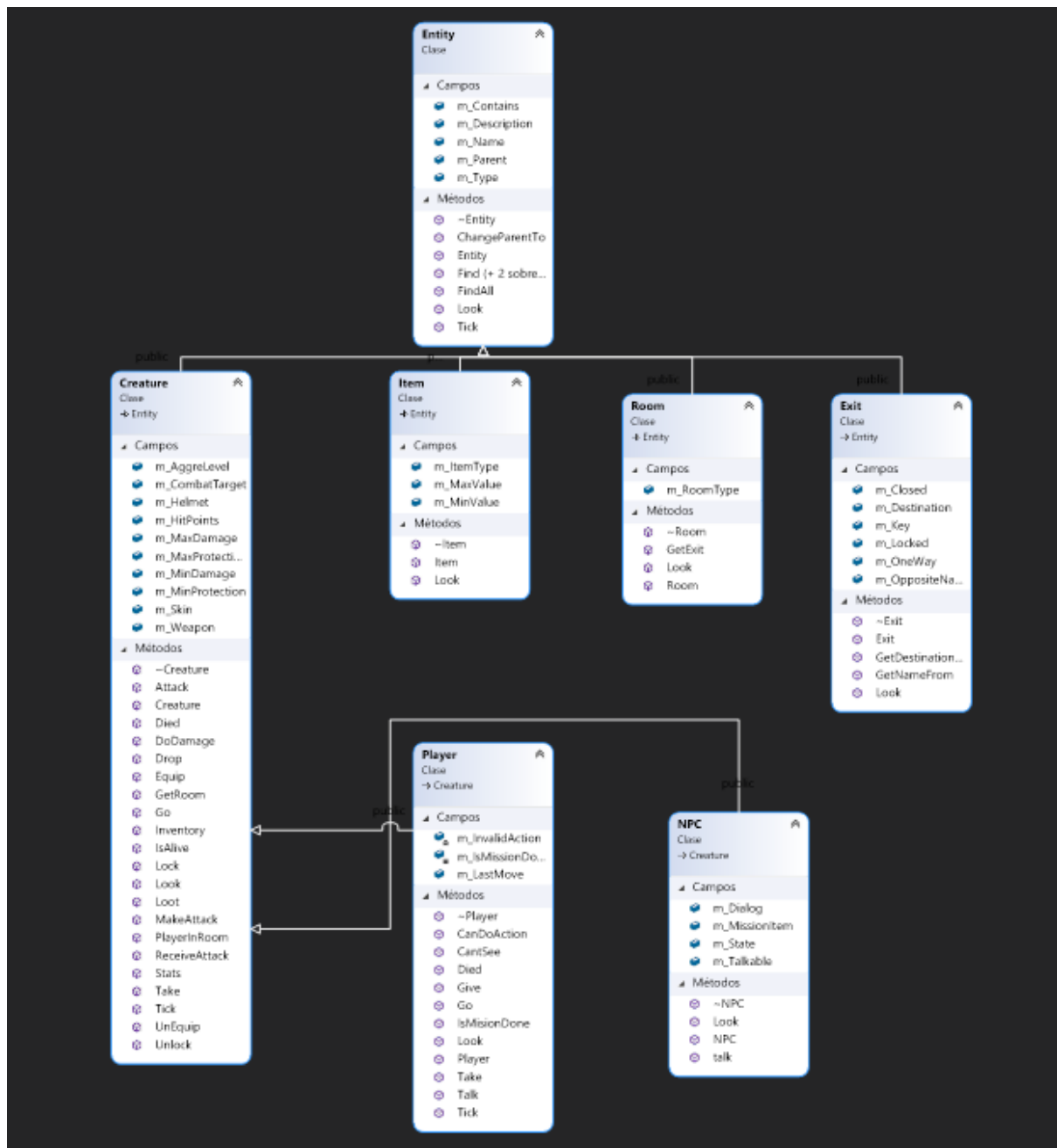


Documentation

The exercise carried out is based on the structure that was specified in the document, and taking its example as a reference.

class diagram



Structure

The initial class structure that was given in the document has been maintained, but the NPC class that inherits from the creature class has been added. In addition, two enums are added, one to control the type of item and another one to control the type of room.

With the class NPC you can both talk and give the objects that are needed to complete the mission.

Ocean Room

The concept behind the creation of this room, was to imagine what would happen if you went out into the depths of the ocean unprepared.

This type of room has been added in order to be able to control that the player wears the diving suit. In addition, it has been added that it is a dark room, therefore, unless a headlantern is equipped, the player will not be able to perform any action other than going back, since he does not see. In the case of trying to perform an action, damage will be inflicted.

Combat

I have decided the combat to be automatic, although that takes out the possibility of choosing how to fight for the player, as I believe it is more dynamic to let the combat develop as quickly as possible.

For that reason, there is not an action to block blow or to dodge, as it could make the fights longer and more repetitive. The block action is replaced by armour that provides you with damage reduction.

Actions

You can perform the basic actions of looking around the room, picking up and dropping items, equipping and unequipping items, looking at your inventory and stats, talking to NPCs and attacking enemies.