Final Project Idea | Daniel Bullock | (Text) Adventure Game

1. **A general description of your idea:**

My idea is to make a fully text-based game that will not contain visuals. My plan is a sort of fantasy adventure game where it matters what the user inputs and the game is plays out based on the user’s decisions. An example would be: “you see an axe, a sword, and a war hammer. Which one do you pick up?” That would probably determine the characters different starting stats which would all be held in the player class. Something like that is my rough idea right now.

1. **A list of a few of the self-created functions/procedures that you will be using:**

I plan to have a procedure that basically runs the main game which will send the player text messages that will tell them what is happening and ask them what exactly they want to do. This will be the main procedure, but I plan on functions that will calculate player “experience points” to “level up” and I will keep these numbers in the player class.

1. **Tell me what you will be using an array for, and what type of data it will hold:**

Some ideas I have that will use an array include the following. One is to hold the scores that will go into the external file. Another way I plan on using an array is to hold the whole “enemy class” or “ally class” type of thing so you can have multiple enemies or allies in the game since they will be from an array.

1. **Tell me what data will be in your external file:**

I plan on storing players high scores in an external file to read from when the player ends the program (by dying or finishing the game).

1. **Tell me what search and sorting you will be doing:**

I plan on searching and sorting the high scores at the end of the game using one of the methods taught during the course.

1. **Describe your class structure in general terms:**

I plan on using two (or more) classes, including a player class and an enemy class to hold the information of the player and multiple enemies.

1. **What properties will your class have?**

The player class will contain properties such as name, age, strength, speed, health, race, experience points, and weapon. The enemy class will have all the same properties as the player class, but no experience points.

1. **What methods will your class have?**

I plan to use methods to get and set name, age, race, starting strength, speed, and health. Also a method to let the user gain experience points and eventually level up every time they kill an enemy.

1. **Explain the default and user defined constructors:**

My constructor for the player class will have the user enter in the info and some will start at a set number (like experience points). The default constructor for the enemy class will include randomly generated values that will be different for different enemies. As you progress in the game the values should increase (as they will be stronger enemies).