Kelompok: Wangky Adventure

Anggota:

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* 13517070
* 13517091
* 13517115

Konsep cerita: Indonesia

Weapon - Ammo:

Keris - (No)

Kujang - (No)

Bambu Runcing - (No)

Panah Pasopati - Anak Panah (Panah)

Sumpit - Anak Panah (Sumpit)

Default: Barehand

Armor:

Tameng

Zirah

Topi Besi

Jimat

Batu Akik

Medicine:

Panadol

OBH Combi

Minyak Kayu Putih

Jamu

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Map:

10x10

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Enemy:

Tentara Belanda

Tentara Jepang

Antek PKI

Koruptor

(Enemy gak harus bisa nyerang)

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Initialize game:

Create map

Create Player

Place Player

Place Object

Place NPC

Loop game:

Update Player position

Update NPC position

Update Object in inventory

Update Object in map

Update Map

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Fakta:

Health(P (Player),X (Amount))

Armor(P (Player),X (Amount))

Weapon(P (Player), X(Equipped Weapon))

InInventory(P (Player), I (Items))

Position(P (Player), X(x pos), Y (y pos))

IsWeapon(I (Items))

IsMedicine(I (Items))

IsArmor(I (Items))

IsAmmo(I (Items))

IsNPC(E (Enemy))

Damage(W (Weapon), X (Damage))

Ammo(W (Weapon, A (Ammo)) -> W butuh ammo A

AmmoAmount(W (Weapon), X (Amount))

Medicine(M (Medicine), X (Health))

ArmorAmount(A (Armor), X (Armor Amount))

ItemPosition(O (Object), X (x pos), Y (y pos))

MapSize(M (List),X (Size))

IsDeadzone(X (x pos), Y (y pos))

TimeUntilDeadzone(X (Amount))

IsLoaded(G (Game))

IsStarted(G))

Rules

OutputMap(M) : Print(M)

initializePlayer(P): Health(P,100), Armor(P,0), InInventory(P, Null)

initalizeMap(M): Atur list, Randomize objek yang ada, Atur posisi objek, Randomize NPC, Atur posisi NPC

NPCMove(P): Randomize 4 arah mata angin buat NPC

Help: Print(Instruksi)

start: cls, Print(sesuatu), Help(), IsLoaded(False) iniatializePlayer(p), initializeMap(m), OutputMap(m), Ubah IsStarted(G) jadi true

start: cls, Print(sesuatu), Help(), IsLoaded(True), OutputMap(m), Ubah IsStarted(G) jadi true

quit: quit program

outputGrid(x,y): Cek semua Position(O,x,y), atur sesuai prioritas

n: Ubah Y player jadi Y-1, Buat tiap NPC x -> NPCMove(x)

s: Ubah Y player jadi Y+1, Buat tiap NPC x -> NPCMove(x)

e: Ubah X player jadi X+1, Buat tiap NPC x -> NPCMove(x)

w: Ubah X player jadi X-1, Buat tiap NPC x -> NPCMove(x)

Look: Buat 9 mata angin x y, outputGrid(x,y)

Map: OutputMap()

Take(I): Cek eksistensi objek di posisi player dengan ItemPosition(I,x,y), Hilangkan posisi objek dari map, InInventory(P,I) menjadi true

Take(I): Kalo gaada objek, Print(error)

Drop(I): Cek eksistensi objek dengan InInventory(P,I), Ubah jad false, ItemPosition(I,x,y) menjadi true

Use(I): Not InInventory(I), !, fail

Use(I): IsMedicine(I), !, Ubah health player

Use(I): IsArmor(I), !, Ubah armor player

Use(I): IsAmmo(I), kalo gaada equipped weapon atau equipped weapon ammonya gak sesuai di fail

Use(I): IsAmmo(I), kalo bisa dipake langsung pake, !

Use(I): IsWeapon(I), Kalo gaada equipped weapon langsung diequip

Use(I): IsWeapon(I), Kalo ada weapon langsung dequip weapon, equip weapon baru

Attack: Kalo gaada enemy di fail

Attack: Kalo gaada weapon print gapunya weapon, serang pake barehand

Attack: Kalo ada weapon tapi gaada ammo, print ammo abis, serang pake barehand

Attack: Kurangin Health kita dengan weapon enemy, Kurangin Health mereka dengan weapon kita, Kurangin Ammo kita, Kurangin ammo musuh, print sesuatu

Status: Print Health(p,X), Armor(p,Y), Weapon(p, Z), InInventory(p, A)

Save: Save ke file external

Load: Ubah IsLoaded(g) jadi true, load file external