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| EASJ Notes |
| C# Mini-Projects |
| (used in conjunction with Object-Oriented Programming With C#) |

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Content

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| **Title** | MP.1 |
| **Project** | WesternStrike |
| **Purpose** | Clean up a larger project, by using inheritance, type parameterisation and other means to make the project more DRY. |
| **Description** | The **WesternStrike** project is – yet another – example of a role-playing game, this time with indians against pale-faces. You should imagine that the project has been completed by inexperienced software deve­lopers, who were also working against a tight deadline. The conse­quen­ces are that the project is poorly structured and documented.  Your company has now taken over the project, and wish to improve the structure of the project, since they plan to extend the game considerably in the future. |
| **Tasks** | The task is only defined in broad terms: clean up the code, by elimina­ting duplicate code in various ways (e.g. by inheritance and type para­meterisation).  The first steps should probably be to obtain an understanding of the structure and functionality of the project. After that, you can start by focusing on a single aspect of the game (e.g. weapons) and then pro­ceed to another aspect.  Keep in mind that the game is poorly documented, and you may at some points need to make assumptions about the gameplay, based only on what you can observe in the code. |

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| **Title** | MP.2 |
| **Project** | SimpleCraft |
| **Purpose** | Work with an example of an event-driven game project |
| **Description** | The **SimpleCraft** project is in its current form a sort of simulator for certain kinds of role-playing game magic. This magic has the below characteristics:   * The magic is applied in the form of a “spell cast”. A spell cast consists of a spell with certain properties, a center (see below), and a time at which the spell is casted. * A spell cast affects all characters within a certain area (e.g. within a cer­tain radius from the center of the spell cast). * It has a duration, e.g. 10 seconds. * Affected characters receive a certain amount of damage per second, e.g. 5 damage points per second.   The game setup is very simple. The world is defined as a 10x10 grid, and each character can be positioned at a grid, defined by an (x,y) coordinate, e.g. (6,4). Currently, a character cannot be moved, which is obviously not very realistic…  **SimpleCraft** has a console-based GUI. After starting the application, you can cast spells by typing in a code consisting of one letter follow­ed by two digits. A code could e.g. be **p68**, which should be read as “cast the spell with code **p**, at the position (**6,8**)”. You can then observe the effect of the spell cast on the characters currently in the world. |
| **Tasks** | The first task is to obtain an overview of the project. It contains a fairly large number of classes, and is not documented very well... A very important aspect of the application is that events are used to manage the interaction between spell casts and characters.  Once you feel you have a reasonable overview, you can experiment in various ways, like adding more spells and characters, adding more advanced types of damage calculation, improving the GUI, being able to move characters, etc.. You could also try to improve the structure of the application itself. |