

T.A.R.B.S. Engine

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Home

T.A.R.B.S. Engine

T.A.R.B.S. Engine is a small project I'm working on out of pure boredom and for practice. It is a text based engine for python3.

Notable Features:

- Python3 Support
- Easy to Use
- Very little limitation
- Cross platform!
- Useful debugging functionality

Download - Latest Release: Alpha 0.1.0

- This documentation will contain:
- A quick start guide
- In-depth documentation on the entire engine
- Examples

[Check the table of contents for links to every part](#)

Quickstart Guide

Quickstart guide on how to get up and running quickly and easily

The main reason why T.A.R.B.S. engine is different from other engines is due to the limitations. It isn't limited at all. T.A.R.B.S. engine doesn't limit you with GUI or storyline. You aren't even required to build a story. That's all up to you. T.A.R.B.S. engine provides all of the functionality, all you have to do is the easy part. You just need to call the functions.

First, you need to import the module.

```
import TARBSengine
```

An important step in software development is debugging. Luckily, T.A.R.B.S. comes with a debugger. We can enable it by setting the `TARBSengine.debug` variable to true.

```
TARBSengine.debug = True
```

Next, you need to create a player instance from the `Player` class

To do that, you need five arguments: name, HP, maximum HP, minimum Attack damage, and maximum attack damage.

```
player = TARBSengine.Player("Steven", 20, 20, 5, 10)
```

Now, we can create an enemy from the `Enemy` class.

For the enemy class, you will need only four arguments: name, HP, (this is the same as maximum HP.) (This is because enemies cannot heal as of now) minimum Attack damage, and maximum attack damage.

```
zombie = TARBSengine.Enemy("Dave the Zombie", 11, 5, 10)
```

We have an enemy. Let's give him a purpose. His purpose is to defend a princess. We need a princess though. For that, we will use the `NPC` class.

```
princess = TARBSengine.NPC("The Princess")
```

Now, let's attack Dave. We can do that by calling the `Player.atk()` function.

```
player.atk(zombie)
```

Let's have Dave attack the player now. That can be done with the `Enemy.atk()` function.

```
zombie.atk(player)
```

Thanks to debugging, we can see exactly how much damage the attack did and how much HP the player has left.

Let's attack Dave one more time.

```
player.atk(zombie)
```

Dave is dead. We can now talk to the princess. The princess is going to give us something. We can create a potion using the `Potion` class. Let's make a healing potion.

```
magic_potion = TARBSengine.Potion("Magic Health Potion", 5)
```

Now, let's make the Princess talk to us and give us the potion. We can do that by using the `NPC.talkto()` function in the `NPC` class.

```
princess.talkto("Thank you for saving me", True)
```

Note: Using `True` or `False` as a second argument will decide if the NPC's name will show up when speaking

Now, let's edit the player's inventory to add a potion.

```
princess.talkto("You look hurt, here is a magic potion to heal you", True)
player.editinv(magic_potion, 1)
```

Now that the player has the magic potion, let's use the `Player.usepotion()` function to drink the potion and heal.

```
player.usepotion(magic_potion)
```

Here is the full code if you want to copy it:

```
import TARBSengine
TARBSengine.debug = True
player = TARBSengine.Player("Steven", 20, 20, 5, 10)
zombie = TARBSengine.Enemy("Dave the Zombie", 11, 5, 10)
princess = TARBSengine.NPC("The Princess")
player.atk(zombie)
zombie.atk(player)
player.atk(zombie)
magic_potion = TARBSengine.Potion("Magic Health Potion", 5)
princess.talkto("Thank you for saving me", True)
princess.talkto("You look hurt, here is a magic potion to heal you", True)
player.editinv(magic_potion, 1)
player.usepotion(magic_potion)
```

That basic information should be enough to get a simple game up and running. If you would like to learn more about the engine, you can read about it [here](#)