

Project : RPG Command line

Project Name : Master of Dungeon

Group members : 1

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Run Game :

Look for main method in src -> game -> Main.java

Game Detail :

- Master of Dungeon, is a turn base rpg game played on command line.
- Player will have to choose between Warrior or Thief Character.
- The game objective is to eliminate the Dragon, the boss in game.

Game Mechanic :

- Player can choose either to create new character or load saved character file.
- Player will have to use 'w', 'a', 's', 'd' key to move inside the dungeon.
- Player character either Warrior or Thief can receive experience point by killing monsters, and level-up.
- When player character level reach 3 or 5, the character will learn new passive skill.
- Monster's movement will be decided by random number.
- Monster in the game also can trigger passive skill and use special attack.
- In battle mode, player will have to use 1 to 4 keys to insert command.
 - 1 to Attack enemy.
 - 2 to Set defence.
 - 3 to Set Special attack.
 - 4 to Use health potion.
- In battle, player and monster have a chance to block the coming attack, by using random number compare with character luck attribute.
- After finish game, either game over or game cleared, player can save their character status to use again in next play.