Final Project Outline

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Python

This project is to be a simple rpg system with multiple menus and a leveling system.

* Systems
  + XP system
    - This system will track player cp through the entire game.
    - Adding xp at the end of each battle and resetting at each level
  + Weapons and Armor
    - This will add items the player can gather to gain health or attack boosts
  + Potions
    - These will heal the player
  + Enemies
    - This game will have location specific enemies
  + Saving and loading
    - The game will utilize .txt files to save global variables that are used as checkpoints in the game.
* Global Variables
  + gold\_wallet – stores players gold
  + potions\_amount -tells how many potions player has
  + player\_level
  + player\_health
  + base\_player\_health – allows the player health to be reset
  + armor
  + weapon
  + area – location of the player.
  + ruby\_ring - end of volcano dungeon
  + emerald\_ring - end of forest dungeon
  + saphire\_ring – end of ocean dungeon

Program Goal:

To have the player complete 3 separate dungeons and defeat the 3 bosses. The player will have to grind and gather gear to move on to the next dungeon.