Turn Game in Console documentation

1. Turn Game in Console:

Allow user to play game by inputting on console required strings to continue.

2. Requirements:

- Python 3.10.6

- Numpy 1.23.2

- Colorama 0.4.5

3. Testing Environmental

- Python 3.10.6

- Visual Studio Code 1.70.0

- Windows 10 version 10.0.19042.

- Numpy 1.23.2

- Colorama 0.4.5

4. Files

- main.py

Contains main function that runs whole scrips with using created objects from creator.py. Also uses objects_constructor.py to manipulate properties of objects.

- objects_constructor.py

Contains objects creator and function to works on object properties

- creator.py

Contains function to open and loads data from data base file.

Also contains functions to create random numbers that use data from data base and create objects from objects_constructor.py

- stats.json

Enemy table contains properties of different enemy:

- Id (int) – representing specific enemy

- Name (string) – name of enemy

- Max_health (int) – max value of hp that enemy can have

- Dmg (int) – dmg of enemy that can inflict during fight to player

- Ability_to_heal (bool) – bool value which represent if enemy can heal him-self or not

- G_exp (int) – value of exp that player receive after defeating enemy

Weapon table contains properties of different weapon object:

- Id (int) – representing specific weapon

- Name (string) – name of weapon

- Dmg (int) – dmg that adds to player statistic if its equipped

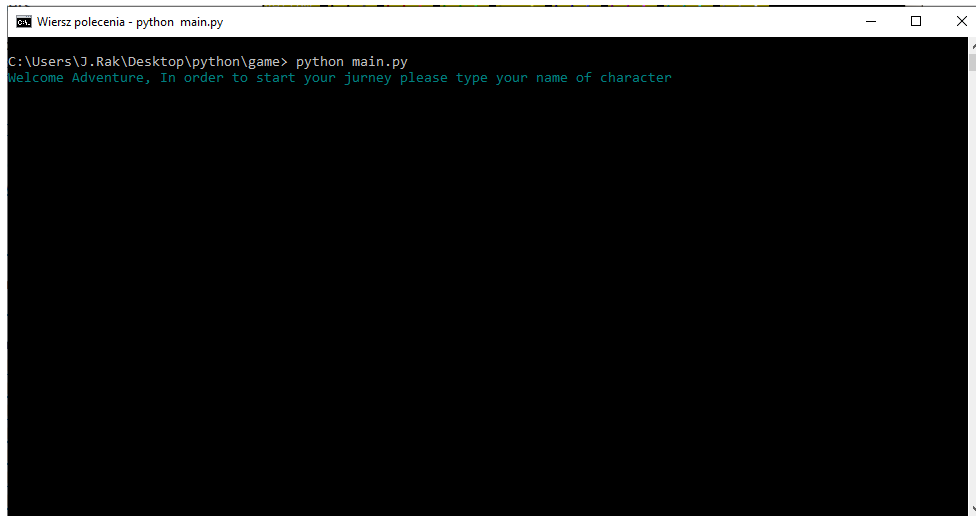- Hp (int) – hp that adds to player statistic if its equipped

Schema of stats.json in sql

5. Script loop

    a. Scrip open and load data from data base (stats.json)

    b. User creates player object by typing name of object (run function of creating Unit object from objects_constructor.py)

    c. In infinite loop script run function of picking random enemy from data base and creates him as new object (creator.py)

    d. Next run function came from main.py and its conducting fight between 2 object player and enemy from b) and c).

    e. Function conducting fight refers to another 2 functions that refers to player and enemy turn, in function that refers player turn user has to give input in order to take specific action (attack, heal, display stats, reload game, quit game). Those function are referring to functions from objects_constructor that manipulate objects properties. Function that conduct fight is in infinite loop until one of object property hp reaches 0.

    f. After running function from e) main function has 2 options. If returning statement of function is False the main function is re-running again, and if statement is True main function use function to randomly pick and create weapon object from (creator.py). Then user has to input option that want to takes (dropping current weapon, equip new weapon, nothing and display stats of currently equip weapon). Next script jumps to step c)
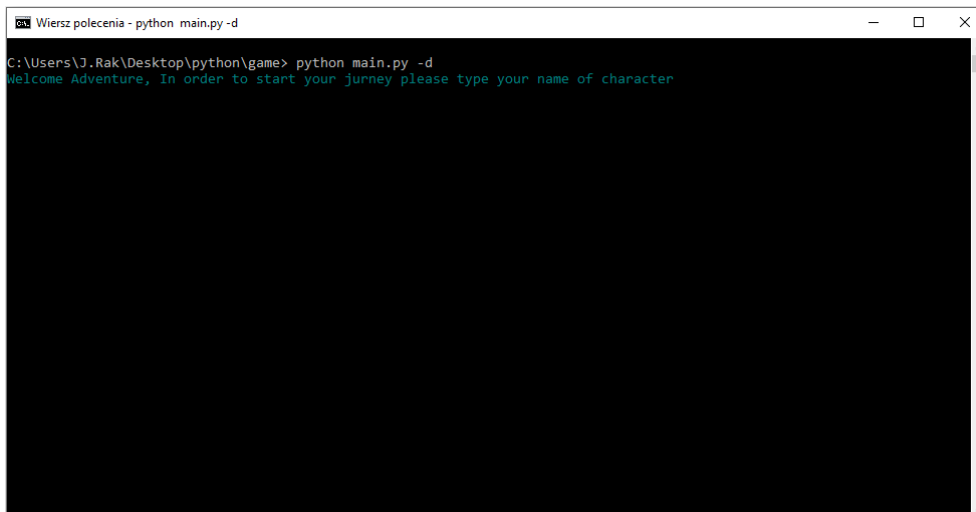
6. Usage

In order to run **Turn Game in Console** use:

In order to initialize application in debug mode add –d after file name: