

Milestone

UML

TextBase Game My_Project
<pre>-String command, commandAttack, commandShop; -monsterBat = 80 -monsterRat = 100; -monsterWeasel = 110; -monsterBear = 120; -monsterTiger = 200; -hp = 100; -level = 0; -mana = 10; -expTotal = 0; -goldTotal = 0; -commandItem, commandBuy, arrow, shuriken, bomb, hpPotion, mpPotion, potion, items;</pre>
<pre>+Skills skillObject = new Skills(); +title() +huntRat() +huntWeasel() +huntBear() ++huntTiger() +shop() +game()</pre>

Abstract. A brief description of the work.

My project is a Textbase Game that prompts the user who is playing choices they can pick from to play and depending on what they choose it will have some kind of outcome in the game. In the game you can hunt, sleep, shop, levelup, and such from the options provided. There will be different classes one for monsters and one for the shop. Most of the game is just you hunting animals and gaining exp and gold which goes through looping statements once you engage an animal.

Introduction. Describes the motivation of the work and provides an outline of the paper.

The first step is to explain what is a TextBase Game and what better way with how it is defined as and my reason for choosing these as my project. So what is a textbase game? "A text game or text-based game is a video game that uses text characters instead of bitmap or vector graphics. Text-based games were a popular form of interactive fiction in the 1980s."(*Wikipedia*)

The reason I choose to make a textbase game is because one I figured since project was to make something in java. So I figured since I like video games and my friends told me for the project I can do something with java as a guide to one of the games I play. I was all for it but to do that I need to import pictures which we have not done yet and I am not that skilled in java to do. So I took so time thinking what should be my project. Then I remember that last semester my friends made a textbase game for their programing class and I like to play textbase games because the games are fun and easy to play.

So knowing java I choose to make the textbase game as my project because I want to get it working so I can share it with my friends and hopefully make a good game so I can make more games. So I will explain what these project is, some problems that has happen, what it does, and how it is used.

Detailed System Description. Describes what the system does and how specific users interact with it. It also describes how classes interact (in UML)

In the system their is objects which are the private and public cases in the UML. With each is a similar and different object depending on what they are used for. So the private cases are as shown in the UML to be one the commands; what the user will be typing to play the game from the start of the game. Second will be the monster each monster will be different and these makes the monster and how much health he will have. These shows the number of monster or animals that will be hunting. Third is player so it will be the health, exp, mana, levels, and gold. It will keep track in numbers from increasing to decreasing on what the player has on them stored. And Lastly is items their will be a list of items you can get and used based on what you find and what you buy.

Now with the private case their is also making the public cases for each. Shown in the UML each private has its own public statement. And these statement will be the action of steps it follows if you encounter the monster or entered the command. For example with Bats being the weaks and first object in the system I made a private to one id the monster and have a value as its health which is 80. And in the public part made a looping statement to follow through when you encounter these bat so when one the code does not just stop and two the game can keep going.

Requirements. Describes what the specific details of the problem that the system is addressing.

Some problems that the system gives is very little but is troubling sometimes. Some problems are trying to keep the game running in java without ending the program and such as leaving the shop and going hunting. In these problem the game would sometimes break because

the user is not entering in the item or weapon they would want so the program would break. There is also the problem with adding monsters a problem you will encounter is one if you add one or two make sure that the chance of hunting these animal is different from the others for after the hunt from one the loop will compute and you will need to fight another monster which can lead to losing the game. The other is fixing the chance of encounter and adding them in because if you forget it will save just no chance of running into new monsters you add and the same problem before where you run into multiple ones.

Literature Survey. Describes other work that has been done to address the same or similar problems.

These problems are similar in some of the labs I have done where I forget I added a new object or variable and forget to type the other stuff needed to improve the game or work and it just repeats the same stuff instead of the new. And most times their has been when entering the wrong code as caused the work to break and execute correctly so I would have to look back and change some of the code around to fix it.

User Manual. Briefly describes how the system should be used.

With these some what complete the purpose of the project is to be used as a game where when it runs the user is prompted to enter one of the following words and just play the game. And choosing in their own viewpoint what to do as the player. Such as if you want to hunt go hunting for some animals or what to go shopping go to the shop. Simple prompts from the user to enter the words given to do as they choose.

Conclusion. Summarizes the goals accomplished by the system.

In conclusion, up to these point I was able to accomplished was making the game work and adding different variables to the game so its looping and not stopping at any point just from one loop. Was also able to get a location such as the shop to work so its not just one simply flow its multiple chooses. And lastly was able to get the encounter and monsters to work correctly within the system. Coding wise was able to make the game and get it working. Have a better understanding of private and public cases for the coding systems and UML diagrams. Being that making the UML first so its easy to follow along and add as you work with new variables and objects.

What is left to do is add a few more things to the project or not. I may add another location such as the town where things can be traded in for and other items to use so its not just a basic attack. And to finish on skills class so that way skills can work and be used in the game. With those steps needed to be finish and more stuff that can be added that would be my project finished.

References/Bibliography. Provides all the references that were consulted during the project. This will probably be very brief.

Works Cited

"Text-based Game." *Wikipedia*. Wikimedia Foundation, 24 Mar. 2017. Web. 28 Mar. 2017.