

Final

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>

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. Most of the game involves random numbers from the code Math.random() with other number to give the random input for health, attack, gain gold, and exp.

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 when I was think of a project to do my friend was telling me that I can make a program that help show people how to play a card game. Then I thought it through and seeing how it was going to time task and it would be alot of things I would need to add in java base that I do not know yet. 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 some java I choose to make the textbase game as my project because I want it to work and so I can share it with my friends and hopefully make a good game so I can make more games. 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.

In the coding I have private strings that are for commands, the five animals, the different storage variable, and the command for items. Starting with the 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. The same for the other animals and with the health, exp, and other ones it takes the number that is gained and puts it in the private variable to keep it stored. 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.

Some things I wanted add in the program and will probably still try to add is different locations, more animals to hunt, a record book that shows the animals that you have hunted already, more items that can be used, also a skills tree that lets you uses skills to hunt more better and use to trade and get a more better deal. I will also like to fix the magic part of the shop so it does not crash and can be used in the game as well. Also fix most things in the shop that would cause most of the crashes in the game.

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. To also keep in mind that if you input the prompt code wrong it does continue and the you take damage for the mistake.

In conclusion, up to these point I was able to accomplished was making the game work and adding different variables to the game so it continues and does 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.