

Final Project Proposal  
Text-Based RPG

Our final project will be a turn-based RPG.

In the beginning of the game, there will be multiple starting characters to choose from. Each of these characters will be different in the starter items they have. This will determine the difficulty of the game.

Every action the player takes will take one turn. If there is a monster, the player and the monster will take turns attacking each other. The monster will only be able to attack, while the player is able to attack, use items, or flee (before the attack is initiated). Fleeing will cost gems.

There will be a currency system in the game and they will be counted in gems. Gems are used to purchase items in the item shop. They are also used for escaping fights.

There will be around 10 to 30 stages in our game. These stages will be randomly generated with the exception of the shops and the final boss. The shops should be available every 7 stages. As the game progresses, the shop items will get more and more expensive, but they will also be better too. Each stage will get harder as the game progresses. There is a random chance that each stage will have a monster, a random loot drop, gems, or nothing at all.

The game ends when the player dies (from getting attacked by monsters, or falling into traps, etc) or when they get through all the stages. At the end of the game, there will be a predefined boss that is much more powerful than any of the randomly generated monsters in preceding stages.

The game will be interacted with through the command line's STDIN, and maybe through file input (though that is extra).

If we have additional time, we can extend one of the stages into a mini-dungeon or add other items like spells, etc.