

# BATTLE WARS

A game for those who need a battle  
break

# Game Inspiration

- Allow user to choose champions
- Have a medieval theme
- Battle games are fun

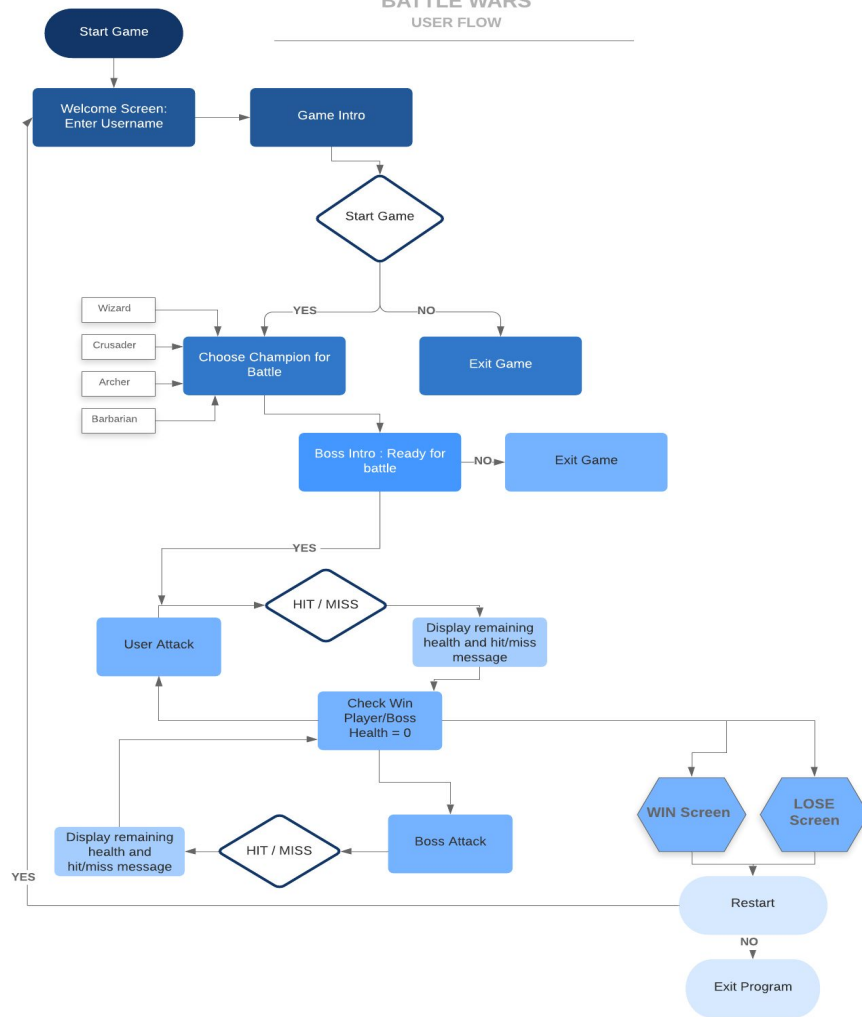


# Challenges

- Making my original scope work
- Understanding inheritance
- Making it feel like the user is involved in the battle
- Knowing when to move on from a feature

# BATTLE WARS

## USER FLOW

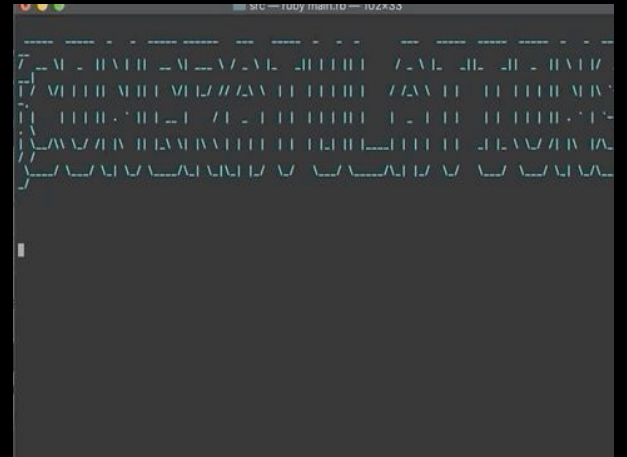
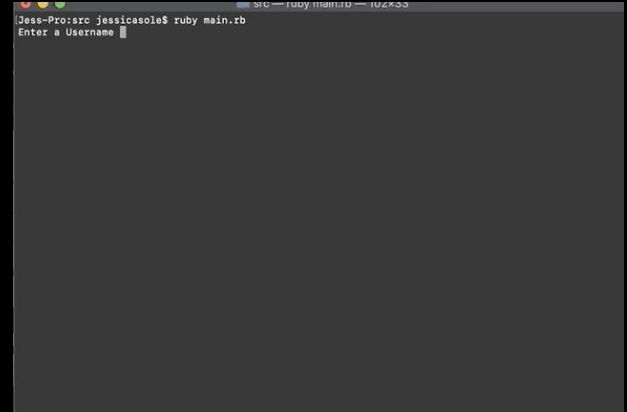


# Features

- Welcome Screen
- Select Champion
- Attack Sequence
- Win/Lose Screen
- Restart/Exit Game

## Aspirational Features

- Choose Multiple Warrior = Attack Strength
- Levels of difficulty



# Testing

With the RSpec gem, I built tests to ensure the app functioned the way I wanted.

```
Jess-Pro:src jessicasole$ ruby tests.rb
Enter a Username jess
Choose Your Champion! Wizard
Choose Your Champion! Wizard
HP [=====] 50%
-----|---|---|
Draco is hit in the chest.
...
Finished in 24.89 seconds (files took 0.32242 seconds to load)
9 examples, 0 failures

Jess-Pro:src jessicasole$
```

```
Jess-Pro:src jessicasole$ ruby tests.rb
Enter a Username jess
Choose Your Champion! Wizard
Choose Your Champion! Wizard
HP [=====] 50%
-----|---|---|
Draco is hit and may need a medic.
..F
Failures:

  1) Attack will return true for player win
     Failure/Error: expect(player.wins(draco)).to eq(false)

     expected: false
      got: true

     (compared using ==)

     Diff:
     @@ -1,2 +1,2 @@
     -false
     +true

     # tests.rb:80:in 'block (2 levels) in <main>'

Finished in 10.37 seconds (files took 0.32594 seconds to load)
9 examples, 1 failure

Failed examples:

rspec tests.rb:76 # Attack will return true for player win

Jess-Pro:src jessicasole$
```

# Gems Used

- TTY gems (Prompt, Pastel, Progressbar, Font)
- Terminal-Table
- RSPEC



Behaviour Driven  
Development for Ruby.



Terminal Apps The Easy Way

To generate a table, provide an array of arrays (which are interpreted as rows):

```
rows = []  
rows << ['One', 1]  
rows << ['Two', 2]  
rows << ['Three', 3]  
table = Terminal::Table.new :rows => rows
```

```
# > puts table  
#  
# +-----+  
# | One | 1 |  
# | Two | 2 |  
# | Three | 3 |  
# +-----+
```

# Take away

- Deeper understanding of app development process
- Documentation is my friend
- TDD is helpful
- Bugs are annoying but help me learn



I hope this app brings you as much joy as I had creating it.

