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CS 402 Project – 1st Status report

For my project, I am developing a text based adventure game. In the game, you will be able to traverse a map looking for the way down to the next level. While traversing the map, you will encounter random events which include fighting monsters.

So far, I have developed the functions that will create and modify the player character and npc’s. I have also implemented a random number function as well as started to work on functions that will determine and handle each type of random encounter.

My goal for the next report is to complete the random encounter functions and then create a make file to link my files together. So far I have been able to test each file somewhat separately to ensure the functions were working as intended. However, the random encounter functions will need access to functions from the rest of the files to work as intended.

Files included:

player\_character.c - Creates and modifies the player character

npc.c – Creates and modifies npc’s (Monsters)

random\_rolls.c – Contains the random number function

encounters.c – Will determine and handle the random encounters (Not finished)

Project Notes – Inprogress.doc – File containing my personal notes and thoughts as I get them