Player Character files: -- BALANCE?!?!?!?

Figure out formatting in C

player\_character.c

Need to figure out balance for health,experience,damage,etc

Variables: in a structure?

Name – Limit length to 10?

Health – Max and current

Initial current and max = 20 ; Roll d10 for each level?

Lowest level reached

Player level

Current experience

Experience required to reach next level

Damage die (d6?) Increase like monsters?

Damage modifier (+1?) – (+1 every other level?)

# of rooms explored

# of monsters killed

Chance to hit???

Functions:

Create a player

Save a player to file – Put all info on a new line or use a separator? Do I need .txt?

Set to put saves in a sub-directory

Load a player to file – Can read all info as long as no one manually changes file

Set to look in the Saves sub-directory

Increase Player level

When leveling up just give a flat increase in hp? Next lvl exp is 2x? +25 flat?

Modify health of Player (Do I need these or can I do this on the fly?)

Make an inline function?

Do I need functions to modify and return all values in the structure?

Modify Player experience (Do I need these or can I do this on the fly?)

Make a function so I can check for level up each call

Function to display character information

Individual functions for each value? Maybe smaller one for specific calls

Function to deal with death? (Maybe not in player)

random\_rolls.c

Where do I add srand(time(NULL)) – Looks like in main()

Functions:

Function to roll a user specified die

Find a better random function?

Make the functions inline?

npc.c

Create a similar structure to player for npc monsters

Variables in structure

Name – So far limit is 20

Health – max and current

Base monster health 5, increase by flat or % amount each dungeon level?

5+dungeon level?

Experience – How much experience the player receives for killing the monster

Damage die (d4??) increase die value by 1 every 4 levels??

Damage modifier (+1 every other dungeon level?)

Chance to hit?? (not sure yet)

Will need some sort of way to randomly select from a predefined list of monsters

Skeleton, Ogre, Orc, Basiliksk, Cyclops, Wisp, Gargoyle, Golem, Troll, Imp,

Minotaur, Vampire, Zombie

Import list from a file? Or hardwire in?

Functions

Create monster – Randomly select a name and fill out stats based on dungeon level

When creating monster, set initial values to dungeon level or run it in for loop

Modify health of monster (Inline?)

Displayer Monster information – Name and health??

Function to deal with death – return exp value???

Encounters.c - Determines what if anything happens on a tile

List of possible random encounters: roll 1-1000 and use %’s to determine

Well – full heal (Maybe heal a flat amount)? 3%?

Monster – combat 25-40%?

Nothing - 55-70%??

Artifact – gain exp? 2%?

Not sure what to return just yet – for now returning the encounter #

Well – Do I need to add a function in player\_character.c to full heal?

Or can I call the modify health function with a large #?

Artifact – Should be able to use the player\_character.c function to execute it.

Switch statement to handle the encounter call??

Pass player to call and have the encounter function call related functions???

Add a function that calls random\_encounter() to decide which encounter happens than call the related function

Combat.c – Deals with combat

Handle miss chance here? – So far set at 10% chance to miss 1-10 misses

Criticals? Roll a 100 and you crit – deal double damage dice

Maybe decrease miss chance as player and/or npc as they increase in levels?

Perhaps give option to try and run?

If player dies – call death function or have code to handle it in main?

Difficulty levels – Can change difficulty levels of the dungeon by modifying npc damage and health

Maybe have different modes –

Normal mode – max level 15(?)

Maybe every time you beat normal mode, the next time through increases the dificulty

Endless mode – no max level

Map\_tiles.c – Deal with the map tiles

Maybe read in descriptions from files

Struct information

2 dimensional array to hold description?

Pointers for all 4 cardinal directions

Store dungeon level