CSE-Option B-RPG

To play the RPG, use the code located in the file name CSE-RPG. Other files will not run, due to acting as areas where different aspects of the RPG are set up and managed.

The RPG, contains the following elements:

**Player stats** – this aspect is handled and created by the file name player.py. in this file contains a single class named player containing the fallowing functions:

\_Init\_ - this functions purpose is to create and store values for player.

Damage – the purpose of this function is to make the values for the players damage accessible by other files, like combat.py, which contain element relating to combat.

Player\_location – this functions purpose is to make the players location accessible by other files for instance map.py, which contains elements relating to the minimap.

equipped\_weapon – takes in values defined in the player and in inventory class located in inverntory.py and equips a weapon for the player.

add\_gold – adds gold from either defeated enemies or opened chest and adds it to the variable gold, defined in the inventory class located in inventory.py.

get\_weapon\_list – gets weapon weapons list define in weapons.py, allowing for things like the player’s weapons to function properly.

rest - function allowing the player to rest until they are full health.

**A minimap** – this aspect is handle and created in mapy.py. in this file contains the fallowing classes, MapInfo and Point and map. The purpose of point is to define the x and y cords for each section of the minimap. Mapinfo creates things like where location will be on the map, along with deciding weather or not a location has a map. ‘map’ allows for the minimap to be printed

**Player can access an inventory and change their weapon** – this aspect is primarily by inventory.py however it uses values form player.py. in invertory.py is class call inventory that uses weapon values define in weapons.py to print out and inventory gui, when input by the player in CSE-RPG.py. it also contains function which allows for a weapon that they player has and chosen to be equipped.

**Combat** - this aspect is primarily handle in combat.py, but uses values define in emenmy.py and player.py, these value include enemy health, enemy gold, enemy damage, player damage and health., it then uses the uses these values in a function which decide whether or not the enemy hits or player hit the enemy or both and then demanding that subtracts health based on damage.

**Shop** – this aspect is primarily handled by shop.py however it uses values defined in inventory and weapons. These values include weapons name, cost and how much gold the player has. It uses to create the shop gui, and allow the player to choose a weapon they would to buy and then based on how money they compare to it cost decides if they are able to buy it. If they then it is added to there inventory

**Random reassure chests** – this aspect is created in map.py, and then given an actual function in CSE-RPG.py where if the player is located on a tile containing, they can input open, giving them a random amount of gold, and removing the chest form that tile.