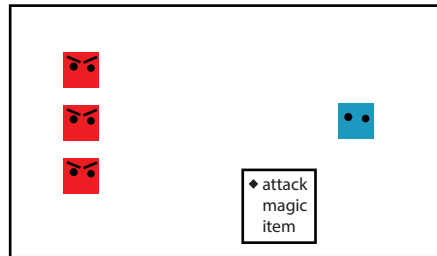# Intro to Programming - Assignment 7:

Press X to JSON

DESCRIPTION

Refactor RPG battle game to load stats from JSON file.

Example:

Submit your project folder, zipped, through email to the instructor.

If you have questions about the assignment please post them on the Discord!

PROJECT REQUIREMENTS

Grade C

These are the minimum requirements for receiving an C on your assignment. Your program should include:

- Create a JSON file that defines stats for the player character.
- Load player character stats from the JSON file at the start of the game.

Grade B

These are the minimum requirements for receiving an B on the project. Your program should include all of the requirements for getting an C, as well as:

- Create two JSON files to define stats for two enemies: a troll and an orc. This should include things like damage and XP value.
- Create an enemy object that can load stats from either JSON file in order to become one of the two enemy types.
- Enemy object assigns different sprites depending on what enemy JSON file it loads.

Grade A

These are the minimum requirements for receiving an A on the project. Your program should include all of the requirements for getting an B, as well as:

- Create an Encounters JSON file that defines enemy waves (number of enemies and enemy types).

- Player can play through enemy waves as defined in the Encounters JSON file.

Grade S

These are the minimum requirements for receiving an S on the project. Your program should include all of the requirements for getting an A, as well as:

- Define player character abilties (such as attack and magic) and the corresponding stats (attack damage, magic damage) to the player character JSON file.

- Menu where the player selects attacks during battle automatically expands or contracts based on the abilities defined in the player character JSON.