

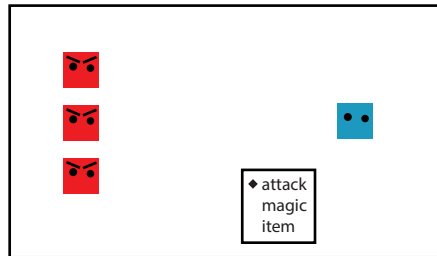
Intro to Programming - Assignment 5:

RPG Battle

DESCRIPTION

Create a small game with an RPG style battle.

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 B on your assignment. Your program should include:

- A menu with three possible selections: attack, magic, and item. This menu should have a pointer that allows you to select options.
- Three enemies that deal damage to the player on their turn.
- When the player selects either attack or magic, damage is dealt to a randomly chosen enemy.
- The only controls in the game should be arrw keys and spacebar.

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:

- Players can select one of the enemies to target after selecting attack or magic from the menu.
- Selecting item brings up another menu with one item, which when selected gives the player HP.

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:

- When all enemies are defeated a new set of enemies spawns into battle.
- Defeating enemies give the player experience that will cause them to level up and do more damage.

Grade S

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:

- Another character on the player's side that has different stats and abilities. Both player characters should inherit from a base object.
- Enemies randomly decide which player character to attack on their turn.