Digital Munchkin

Inspiration

The project is inspired from Munchkin by Steve Jackson games.

Munchkin is a card roleplay game with a real dark humor and many funny references to other games, movies, books and so on.

Munchkin cards can be 2 different kinds, door cards and treasure cards. Under each kind there is a lot of different types.

The game is turn-based with different possibilities to break in, especially through fights.

The digital version

In the digital version of Munchkin, you will choose how many players and each one will get a profile.

At each turn, you will receive a random door card and depending on the card type, you will be hit by a curse, attacked by a monster or something else.

Killing a monster will result in the player receiving treasures according to the amount of treasures that the monster keeps. Treasure cards will be drawn and added to the hand of the player who has the turn, or on the hand of others in the case of break-ins.

If the player on his turn is not attacked by a monster, he must use his turn to search the room by drawing a door card.

The programming part

All the cards are objects. A class "Cards will be the main object, Door cards and Treasure cards will inherit from this and the cards under Door cards (Curses, Monsters, Steeds, Hirelings, Class and Breed cards etc.) will inherit both from Cards and Door cards, in the same way will cards under Treasure cards (Gear, Boosters, Level cards) inherit from Cards and Treasure Cards, and last will each type of Gear cards (Footgear, Headgear, Weapons etc.) inherit both from Cards, Treasure cards and Gear cards.

At the start of the game, you will choose the number of players. Each player will be created with a profile, keeping lists of table cards and hand cards, and variables with the players specifications like gender, level, class, and breed.

A player will start his turn by pushing a button to kick in a door (drawing a random Door card from the Door card pile list). If the card is a curse or a monster, this will trigger automatically.

If the player is not attacked by a monster, the player will have different choices depending on the cards on his hand.

The player can search the room. This is always a possibility unless the player is attacked by a monster.

The player can use gear cards or similar by adding them to his table list (adding it to the table), throw a curse on another player, or send a monster in fight.

This will be controlled by if/else statements or similar, where player click a number or a letter to decide his move.

Under a fight there will furthermore be a "break-in" options for players which wants to influence on the fight.

If the player is facing a monster by kicking in a door, or by throwing it on himself on the 2nd pard of his turn, then a new set of options will be presented for the player.

It will be choices like: Use card from hand, use special skills (for class and/or breeds), ask for help and end turn. End turn may only be used when other players does not want to break-in.

When a player reaches level 10, the game will end.

Special functions

I have planned to try to get a couple of special functions to work with the game.

- An advanced inheriting between card types and categories (as mentioned above).
- A save function which will save the players profiles in a file and be able to fetch the data again and continue the game.
- A lot of game functions will be performed automatically like curses activated, monster fight calculations, dices and ending the game.
- More ideas will come.