## Rpg Capstone

Goals: expand the miniRpg’s character creation process and dress up the user interface

So Far:

MySql Data base for extensive d&d Character creation

The coding outline and process in vb for the character creation is farther along in the asp project

Very basic character creation process but has the fundamentals there

Characters movement

Character attack functionality

Basic GUI for battle and initial character creation

Characters have ability to die but no heal bar

What’s needed:

Convert needed programming from asp project to java.

Add graphics to Java Rpg

Monster generation

Monster movement

Expand Character creation using the Asp Project

Monster generation dependant on map selection

Leveling system

A character feedback system for combat results

Keylisteners for keyboard movement

What may be added:

Database for characters

Save / load games or possible serialization

Additional levels

Items system

Movement path highlights

The dream

Networking

Web applet

Pvp