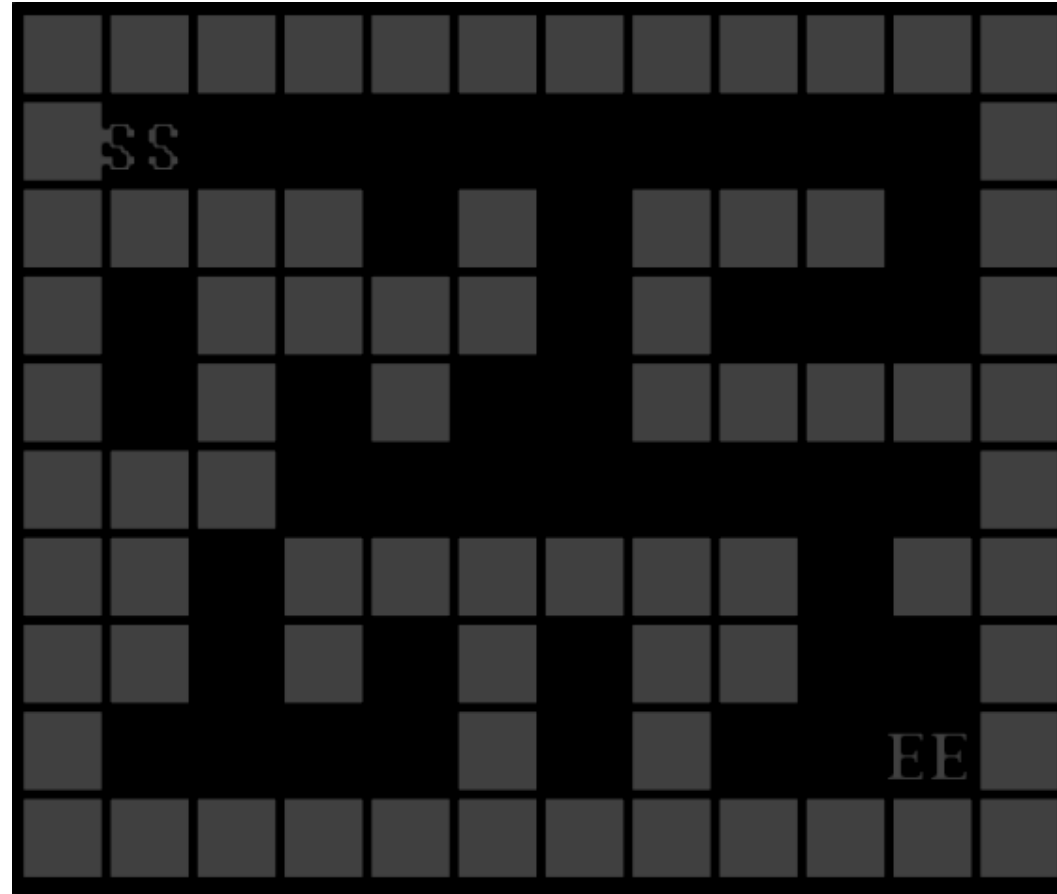# Assignment #10

Make characters move!

Introduction to Computers II

Do You Remember This?

Tasks

- Design `Field` class
- Trying to make a "`main.cpp`"

- We will provide a sample interface (*.h) for you in another PPT
  - Sample interface of HW#9 will be provided as well

Field Class

- Able to load several pre-defined maps and display them
  - Just like what we did in HW#3
- Move characters by key-pressing
  - {W, A, S, D} or other combinations according to your own favor
- Able to record and display the name and the coordinates of the map
  - "You are now at (104, 252) of Summoner's Rift"
- Able to encounter enemies (enter to a battle)
  - Random encounter
- By dialogue or entering specific coordinates

Display Map and Move Characters

- Displaying maps
  - The space is limited
  - We cannot display the whole map
- Only part of them are displayed!

- Move characters by entering a "command"
  - {W, A, S, D} or …

Display Map and Move Characters
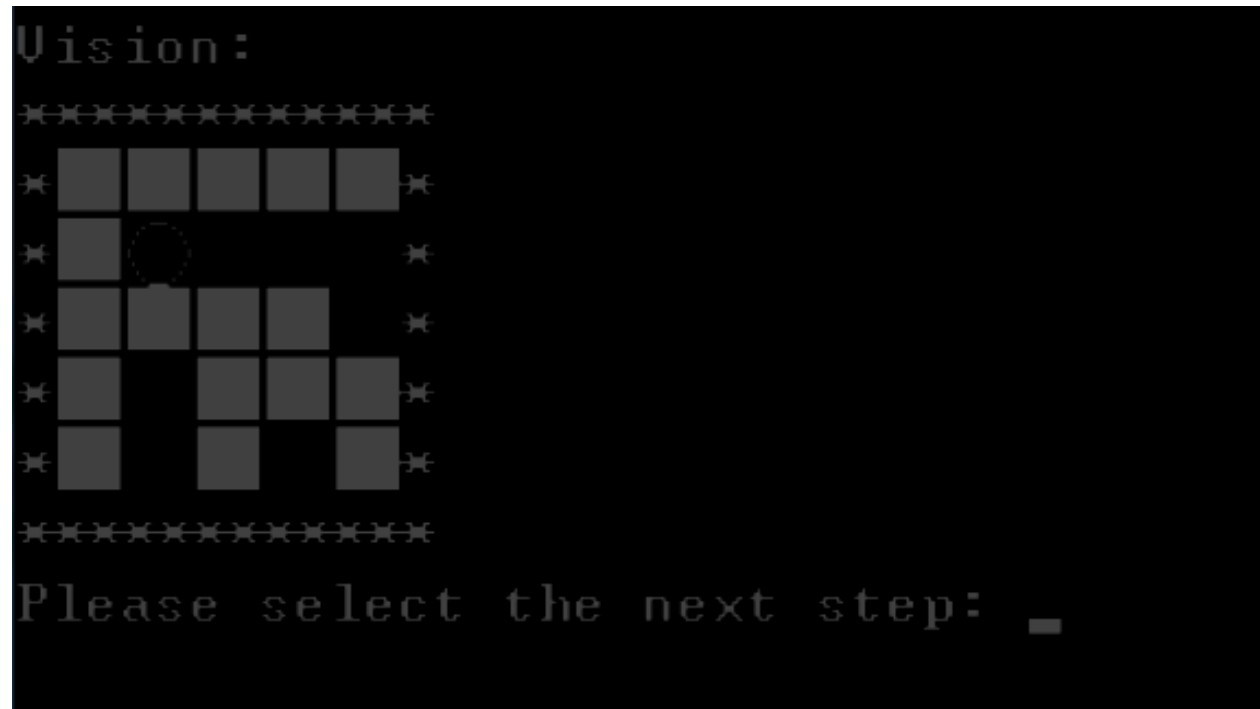
Make a `main.cpp`

- Till now, we have…
- `–Player`s
- `–Monster`s
- `–Battle`
- `–Field`
- These are basic elements of an RPG game
- Please try to make a simple `main.cpp` (test)
- –Using the classes we coded so far
- –With simple storyline

Deliverables

- All class headers and implementations

- `Player`s: 8 files

- `Monster`s: 8 files

- `Battle`: 2 files

- `Field`: 2 files

- 20 files in total

- submit "`main.cpp`" !

- Please compress them into a zip archive then upload it to Moodle