

# PROJECT REPORT “STEADY”

Program Design Method and Intro to Programming

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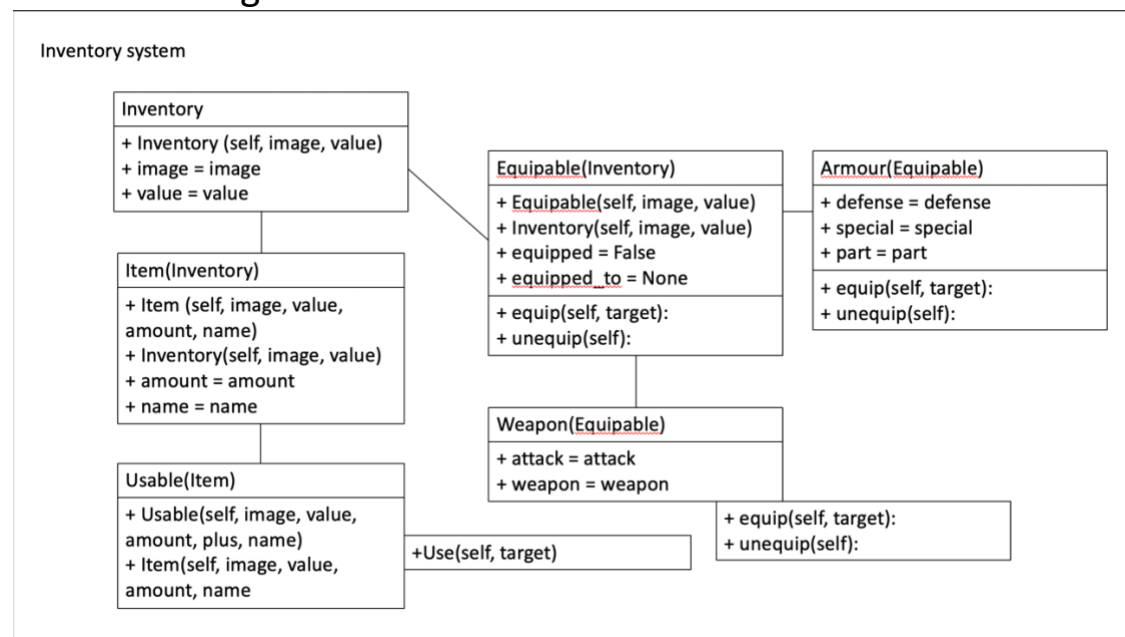
## Project Specification

“Steady” is a simple RPG game, for the current build there is no plot or story, the player can take a quest and finish the quest to be able to access the shop where you could buy some items, the player could also fight enemy currently only one monster though, you can also travel by clicking at a point in a map.

Tools that are used to create the project:

- Renpy
- Atom
- Clip Studio Paint

## Solution Design



## Character

|  |   |  |
|--|---|--|
| <b>Player</b><br>+ name (self, name, hp, mp, attack, defense, level)<br>+ name = name<br>+ hp = hp<br>+ mp = mp<br>+ attack = attack<br>+ defense = defense<br>+ level = level<br>+ weapon = None (connected to the inventory class)<br>+ gold = 0<br>+ potion = 0<br>+ armour = {"":None,"":None} | <b>Equip_weapon(self,weapon)</b><br>(connected to the inventory)<br>+ ask if weapon there is already weapon or not if it already have a weapon it will remove first ( if self.weapon != None )<br>+ player attack += weapon attack<br>+ weapon = weapon<br><b>Unequip_weapon(self)</b><br>(connected to the inventory)<br>+ weapon != None<br>+ player attack -= weapon attack<br>+ weapon = None | <b>Equip_Armour(self,armour, part)</b><br>(connected to the inventory)<br>+ ask if armour there is already weapon or not if it already have a weapon it will remove first ( if self.armour[part] != None )<br>+ player armour[part] = armour<br>+ player defense += armour defense<br>+ Monster -= armour special<br><b>Unequip_Armour(self,armour, part)</b><br>(connected to the inventory)<br>+it will still ask If armour there armour because there is another armour in the player ( if self.armour[part] != None )<br>+ player defense -= armour defense<br>+ player armour[part] = None<br>+ Monster += armour special |
|--|---|--|

The Weapon and Armour should have the Equipable and their own `__init__` but it doesn't fit in one page so I hope this should clear up if there is a confusion

## Discussion

### Inventory

Inventory is the main class so if there is no inventory the other class isn't going to work, inventory only work as a holder, for example image is for image and value is for the price of the item, (but I haven't implement any selling mechanics in the game yet).

### Item

it uses the inventory and give another value that is amount and name even though in this project I haven't implement anything with name and amount but I could see how it work like (for example `selected_item.name` or `selected_item.value`) but since I didn't put name in every item probably it would crash and I need to redo all the code.

### Usable

This uses the same value in item but added one more that is "plus", plus is for the amount of either hp or mana well in this case its only hp because I haven't implement anything with mana usage to be refilled or being sum with the amount in plus.

### Equipable

It uses the same value as inventory but add equipped and equipped\_to, where it going to be used in Weapon and Armour, equipped default value is false so if an item is equipped it will change into True and it will change the equipped\_to into the target.

## Weapon and Armour

Weapon and Armour are pretty much the same, the only difference is armour have different part so you need to put which part are going to be used, the function are the same equip and unequip, equip is telling the machine to equip the one that is chosen and add either attack or defense to the player, and unequip is changing all the value back to the default for the attack and defense.

## Evidence

