Simple RPG

Standard Features	Possible Additional Features
Create a world with grass, trees, water, buildings, and enemies Have your hero traverse the world. The hero can't go through trees. Dies when he goes into water. Gets health when he goes into buildings. And loses health when he runs into enemies (no battling yet). 1. Create a CSV file with the map of your world (20x20). 2. Java – Load your world into a 2d array. Loadsport method from review 2. 3. To prepare to draw your world, create "tiles" of each of the locations in your world: grass tile, tree tile, building tile, hero tile, enemy tile. Create your tile approx 20x20 pixels. 4. Java – Use the "drawImage" command from review 1 to load your tiles. Use the array and the drawImage command together to draw your world 5. Java – Now that your world is drawn. Draw the hero on the map, keeping track of his row and column location in the world. 6. Java – Use the "getChar" command (don't worry not hard) and the keyboard w, a, s, d. to control your hero's position in the world (row, column). 7. Java – Use if statements if hero runs into water → die if hero runs into building → + 10 life if hero runs into tree → can't do that if hero runs into enemy → -10 life or create a battle engine…do not more the enemy. You can have levels of enemy's "e1", "e2", "e9" 8. Give your hero 50 life to begin with.	• A HUD (Heads up display) that shows heath and other stats • Create battle animation • Multiple Maps. Give the user the chance to select another csv file • Giving Hero's Statistics: Health, Damage, Defense and giving enemy's Statistics as well • Use the new statistics in battles with monsters. Higher Damage increases attack, Defense can guard against attack. Need to develop a formula to determine how much damage will be done • Create items that the hero can carry, are hidden around the map, and add to hero's damage and/or defense • Use the "smooth" buffered way of drawing/animation as demonstrated in class • Use the "no need to pause the program" way of getting input as demonstrated in class

Communication

Your program needs to satisfy the communication standard set in grade 11:
- Program Header
- Informative Comments
- Correct Java Code Indentation
- Variable Names That Make Sense
- User Interface Is Friendly And Easy To Use
- No Major Spelling Or Grammatical Mistakes
- Great Help Screen

Evaluation

Category	Level 1	Level 2	Level 3	Level 4
Program Features /10 APP	Program has a couple of the standard features	Program has most of the standard features	Program has all of the standard features	Program has all of the standard features plus some of the additional features
Program Communication /3 COMM	Program meets one of the communication standards.	Program meets some of the communication standards	Program meets most of the communication standards	Program meets all communication standards