



TEXT-BASED BATTLE ARENA GAME PROJECT

Presented by: Mennour Djamel Eddine





OVERVIEW

01

About the project

02

Champion Types and
Roles

03

Game Features

05

Gameplay Mechanics

06

Future Enhancements

07

Conclusion

ABOUT THE GAME:

- This is a text-based game where players control champions in a battle arena. Players can select or create champions with unique abilities and participate in turn-based combat. The game aims to provide strategic gameplay and immersive engagement through character customization and interactive battles.

CHAMPION TYPES AND ROLES

Details:

- The game offers three unique champion types, each with distinct roles and abilities:

Mage:

- Abilities:
- Fireball: High-damage single-target attack with cooldown.
- Ice Barrier: Defensive ability to absorb damage for a few turns.
- Meteor Strike: Devastating area-of-effect attack.

CHAMPION TYPES AND ROLES

Warrior:

- Excels in melee combat with high durability.
- Abilities:
 - Shield Bash: Stuns an opponent for one turn.
 - Battle Cry: Temporarily boosts attack power and reduces incoming damage.
 - Whirlwind: Damages all nearby opponents.

CHAMPION TYPES AND ROLES

Thief:

- Agile with stealth and disruptive abilities.
- Abilities:
 - Backstab: High damage when attacking from stealth.
 - Evasion: Temporarily avoid all incoming attacks.
 - Pickpocket: Steals a small amount of health or energy from the opponent.

GAME FEATURES

Champion Creation:

- Players can create custom champions by selecting a class (Mage, Warrior, Thief).
- Provide unique names for personalized gameplay.

Interactive Combat System:

- Turn-based mechanics where players choose actions (attack, ability, defend).
- Strategic elements include cooldown management, ability durations, and targeting choices.

GAME FEATURES

AI Opponents:

- AI-controlled champions with varying strategies based on their class.
- Scales in difficulty to challenge players as they progress.

Random Events:

- Rewards such as temporary shields, dodges, second lives, and level-ups.
- Adds an element of unpredictability and excitement.

GAME FEATURES

Dynamic Menus:

- Console-based user interface for seamless navigation and clear game status updates.

GAMEPLAY MECHANICS

Turn-Based Combat:

- Players and AI take alternate turns to execute actions.
- Actions include basic attacks, using abilities, or defending.

Ability Cooldowns and Durations:

- Abilities have cooldown periods requiring strategic planning.
- Duration-based effects like shields or evasion influence defensive tactics.

GAMEPLAY MECHANICS

Game Status Updates:

- Real-time updates for champion health, cooldowns, and ability durations.
- Keeps players informed and engaged.

Winning Conditions:

- The last champion standing wins.
- Survive by defeating all opponents while managing resources effectively.

FUTURE ENHANCEMENTS

Visual Interface:

- Upgrade from a console-based UI to a graphical interface for better engagement.

Multiplayer Mode:

- Enable online or local multiplayer for player-vs-player battles.

Story Mode:

- Add a campaign with narrative-driven missions and progression.

Advanced AI:

- Introduce learning-based AI for more challenging and adaptive opponents.

CONCLUSION

- This game combines Java's robust programming capabilities with engaging gameplay mechanics. It demonstrates how a console-based project can offer deep, strategic, and replayable experiences.
- The Text-Based Battle Arena Game sets the foundation for scalable and innovative expansions in gaming.

**Thank's For
Watching**

