Lab 2

Within the process of doing this lab I found that the file that needs to be modified is the SAVED.GAM file within the ultima\_5 folder. To find out the offsets for the characters stats was a bit of a trial and error process. Using the HxD program had the names of the characters next to their stats offsets. Comparing the hex values to the values in the game was how I figured out what offsets went to each of the stats.

Offsets in the game

* Dave
  + Str: 0xE
  + Dex: 0xF
  + Int: 0x10
  + Magic: 0x11
  + HP: 0x12
  + Max HP: 0x14
  + Exp: 0x16
* Shamino
  + Str: 0x2E
  + Dex: 0x2F
  + Int: 0x30
  + Magic: 0x31
  + HP: 0x32
  + Max HP: 0x34
  + Exp: 0x36

And the rest of the offsets seem to follow a pattern which once again through trial and error was not that hard to figure out.

Graphical user interface

Description automatically generatedGraphical user interface

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