

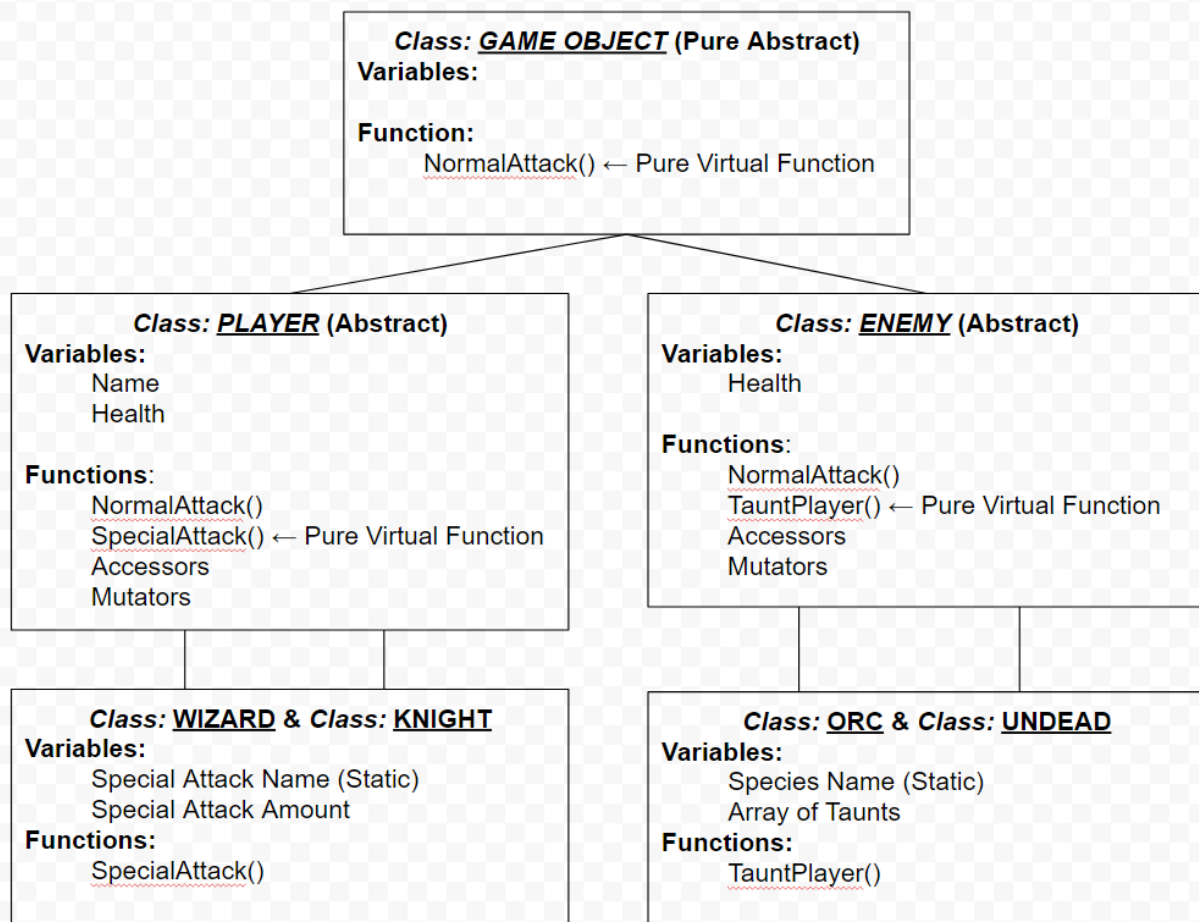
# GAME 1011 - Advanced Programming

## Assignment 1 (10%)

**Due: February 19<sup>th</sup> at 11:59pm**

### Requirements

Working in **groups of 1-3 people** create a RPG-style battle simulation. You must implement the following hierarchy (shown below) and adhere to the battle simulation described on the next page.



**NOTE:** There is a total of 7 classes (GameObject, Player, Enemy, Wizard, Knight, Orc, Undead)

## Battle Simulation Order

Your game will execute in the following order:

- Welcome message to player.
- Prompt the player for the following information
  - What type of player do they want to play as? Wizard or Human?
  - What is their character name?
- Provide a summary of the player information
  - Player Type
  - Player Names
  - Default health
- Ask the user if they are ready to witness a battle
- Your game **automatically** displays a battle between the created player and a randomly created enemy (1 of the 2 defined). Display all associated information about the enemy
- Battle sequence:
  - Enemy will taunt the player
  - Player performs a **normal attack**
  - Enemy will taunt the player
  - Player performs a **special attack**
  - Enemy performs normal attack
  - Enemy performs normal attack
  - Player performs **special attack**
  - Enemy taunts the player
  - Player performs **special attack**
  - Enemy dies
  - Win message

## Project Structure

Ensure your project adheres to professional coding standards learned in this program.

Ensure that all classes created contain both a **header (.h)** and **cpp (.cpp)** files where applicable.

## Submission

- **Working project to Blackboard.**