**Orc's Vs Trolls Project (Due 14th October 2019)**

Complete a Polymorphic C++ console game which utilises Encapsulation, Inheritance and Polymorphism and pointers. The game must include Orc's and Trolls who battle for control of a kingdom.

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| --- | --- | --- | --- |
| Orc |  | Troll |  |
| Attack | Min number | Attack | Min number |
| Spells | 5x | Spells | 5x |
| Melee | 7x | Melee | 7x |
| Defend |  | Defend |  |
| Shield | 3x | Shield | 3x |

Starter Kit  
<https://1drv.ms/t/s!Au3XD_Li32Zek5lKZBCYfx4VN1oqWA>   
  
Rule Book Example (Extensive)  
<https://1drv.ms/b/s!Au3XD_Li32Zek5lJOyoGS8gTsWEQHw>

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| --- | --- | --- |
| **0 -35** | **35-75** | **75-100** |
| * A selection of the basic game requirements have been implemented to a basic level * Game implementation will achieve minimum functionality * Game implementation may contain some syntax and/or run-time errors * Game implementation code will be poorly commented and/or formatted * Game implementation will contain basic features; application will not be tested properly * Game implementation code will not follow applicable coding conventions | * Game implementation requirement have been implemented to an acceptable level * Game implementation will achieve expected functionality * Game implementation will not contain syntax and/or run-time errors * Game implementation code will be reasonably commented and/or formatted * Game will be tested to a reasonable degree * Game implementation code will follow appropriate coding conventions * Encapsulation, Inheritance and Polymorphism and pointers | * Game implementation requirement have been implemented to an advanced level * Game implementation will not contain syntax and/or run-time errors * Game implementation code will be well commented and/or formatted * Game will be expertly tested * Game implementation of code will follow coding conventions * Implementation utilises c struct * Game implementation will have novel gameplay * Game will include Loot Table and Pointers to Pointers |