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Universe Fighting Championship

Summary:

In this game you will begin by picking your character; chemist, warrior, or wizard and then customizing your character. Then you will be thrown into battle with the goal of becoming the strongest character in the world. With each opponent you defeat you will be able to progress and take on stronger characters. Once all characters on earth are defeated you will face the boss that is out of this world...

Section 1 – Classes:

1. Chemist

Attributes: Name (std input), level, health, flame thrower Level, bioweapon level.

Operations: Attack with flame thrower, attack with bioweapon, get stats, upgrade level, upgrade health, upgrade flame thrower, and upgrade bioweapon.

2. Warrior

Attributes: Name (std input), level, health, axe weapon, bow and arrow, sword, stamina

Operations: Active weapon, equip weapon, attack with axe, attack with bow and arrow, attack with sword, upgrade level, upgrade health upgrade axe, upgrade bow and arrow

3. Wizard

Attributes: Name(std input), level, health, mana, lightning spell, and healing spell, get stats.

Operations: Attack with lightning spell, attack poison spell, healing spell, upgrade health, upgrade level, upgrade mana, upgrade lightning, upgrade healing spell

4. Alien

Attributes: Name (preset Names), health, particle gun, gravity attack, healing

Operations: particle gun attack, gravity attack, healing, health

Section 2 – Use Cases

The game will begin by asking the user to select its character:

Select your character type by pressing 1-3:

1. Chemist - Powerful fire and bioweapon attacks however the chemist has low health.
2. Warrior - High health and great attacks but relies on stamina
3. Wizard – Lightning attacks with ability to heal itself but relies on mana

Then based on what the user selects it will ask them for more questions. Name and what weapon they would like to make their dominant weapon. It will depend on their type.

Then the story will begin. They will first face a low tier warrior whose primary weapon is an axe. I will use a while loop where the fight will continue till one-character dies.

Example:

For chemist:

The warrior attacked with axe and dealt 5 damage.

Your turn select 1-2:

1. Flame thrower attack: Deals +8 damage
2. Bioweapon attack: Deals +9 damage

After the fight is over the user will be given the option to upgrade their stats. Then they will continue and progress in the same way till the game is over or they die. The level of the character will automatically increase with game progression

Example:

For Wizard:

You have defeated the chemist select what you would like to upgrade 1- 4

1. Health
2. Mana
3. Lightning attack
4. Healing spell