

Role Play Game

Yu-Chi Chu

## 1. How to Play?

In the game, each action is performed by pressing the corresponding key. However, if a cursor is preceded by ">>" or "...", you need to press Enter.

1.New Game 2.Continue Game 3.Exit >>	上:w 左:a 右:d e:顯示背包 q: 下:s
---	---------------------------------

```

          3                               Goblin <=====
Player 1(anonymous)acting...

1.Attack
2.Use Special Skill
3.Use Item

Please choose an option...
```

Icon:

SS: Start Point

NX: Next map

PR: Previous map

:( : Opponent

X( : Boss

?: Surprise

## 2. Player Class Introduction

Name	Class	Special Skill
Little Reed	Knight	Restores own HP
Jilong	Mage	Increases own defense
Almost Failed Person	Orc	None
Senior	Boxer	Increases own attack

### Screenshot:

```
這是一個悲傷的故事...
甲班的各位每個禮拜都要交出一份作業...
新的一個禮拜又要來了，終於受不了的小葦葦跑到電機系館跟仁暉理論...
但不知道哪來的獸人和魔法師要跟你一起去
...好啦也沒時間吐槽了，要不然作業繳交期限要到了
給你一點補給品好了，不然沒打甚麼怪就去找仁暉應該會直接被當掉吧

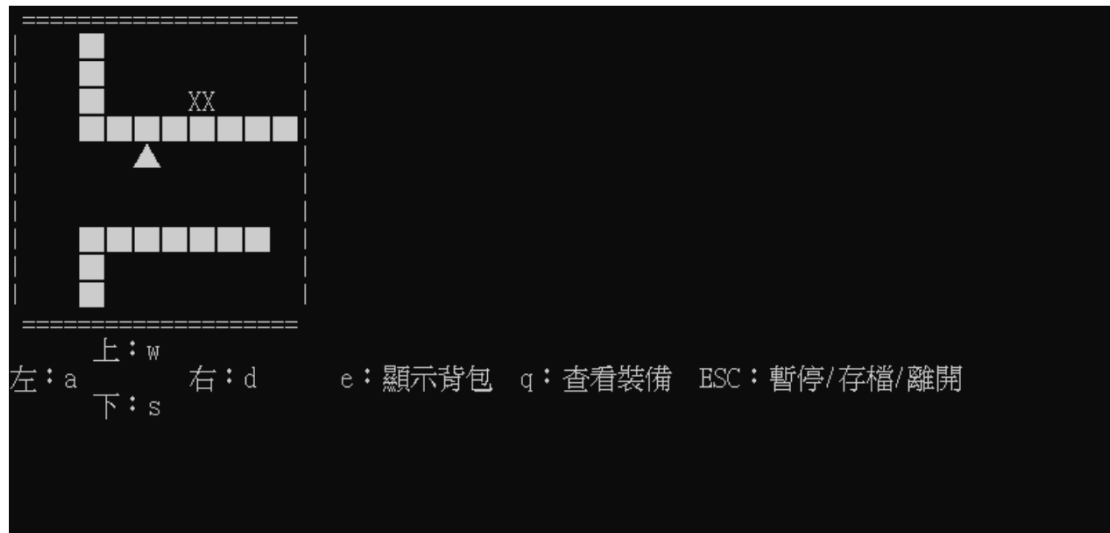
你獲得了
LivePotion x 3
MagicPotion x 3
新手甲 x 1
鍵盤劍 x 1
```

```
編號      名字      血量      魔力
1          可憐的你Q_Q <===== > 250/ 275 120/ 120
2          佶龍太太 <===== > 133/ 195 175/ 175
3          快要被當的人 <===== > 300/ 300 75/ 75

1          Giant Zombie <===== > 110/ 175 50/ 50
2          Goblin <===== > 38/ 100 50/ 50
3          Goblin Leader <===== > 213/ 250 75/ 75
Player 1(可憐的你Q_Q)acting...

1.Attack
2.Use Special Skill
3.Use Item

Please choose an option...
```



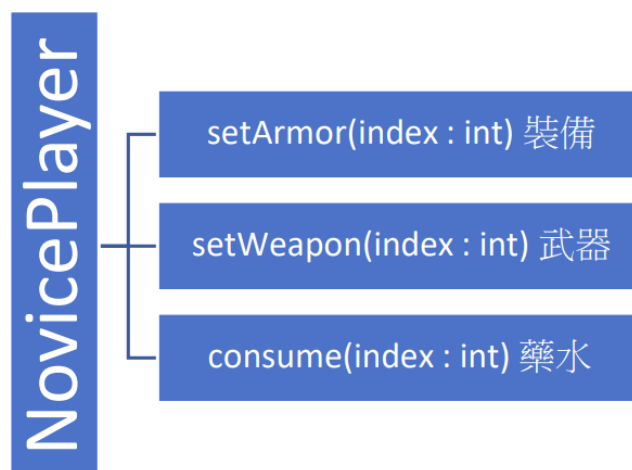
### 3. How I Implemented Each System/Features?

#### (1) Backpack

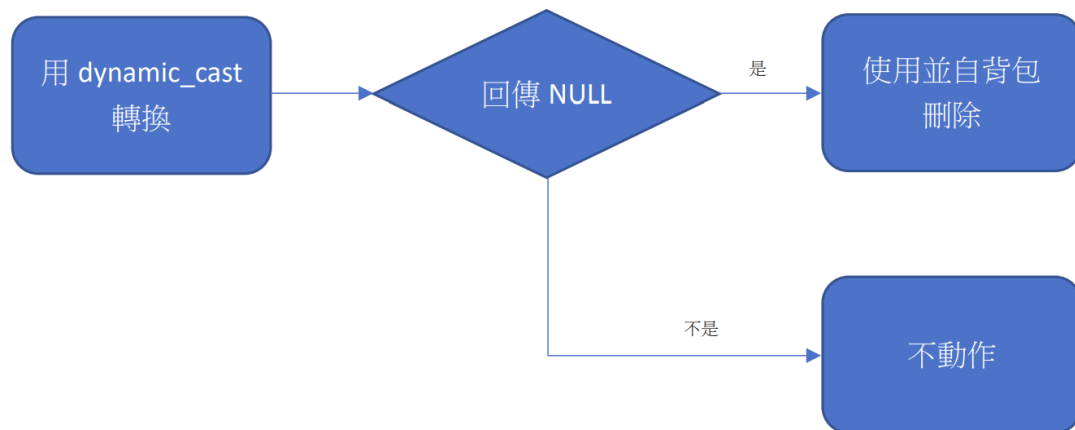
The backpack system is implemented using the NovicePlayer and Item classes. A vector is used to manage all items, including weapons, equipment, and potions. If a dropped item on the map needs to be added to the backpack, the NovicePlayer's `setattr(item*)` function is used. Before adding the item, the backpack's space and weight capacity are checked.

#### (2) Weapons/Equipment/Potions

These three types of items each have their own public member functions within the NovicePlayer class.



These functions are typically used in conjunction with `NovicePlayer::display_backpack(void)` to allow users to directly check the index of the item they want to use. When these functions are called, they use `dynamic_cast` to check if the item can be cast to the specified class.



### (3) Save/Load

When the user wants to save the game, the previously written virtual functions are called in a multi-line fashion within `FieldMenu`. `FieldMenu` then uniformly outputs the data to separate files: `Player.txt` (player information), `Backpack.txt` (backpack information), and `Status.txt` (other game information).

When loading the game, the `Game` class's `load()` function is responsible for reconstructing the game information (player, backpack, map, quests, etc.) based on the contents of the files.