

ROLE PLAYING GAME

Projet Java | COLLIN Léa - DOLLE Jérémy



PRÉSENTATION

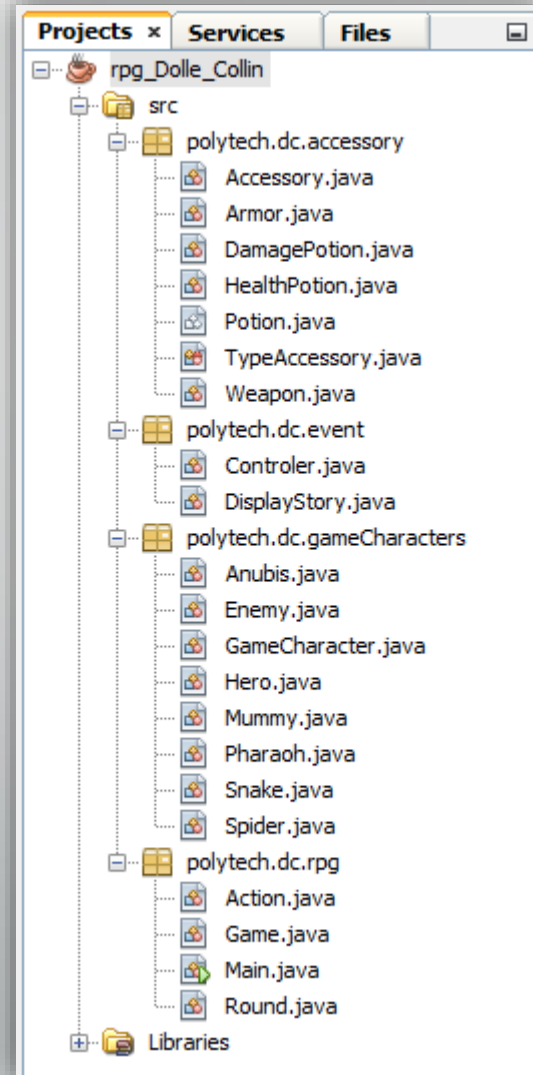
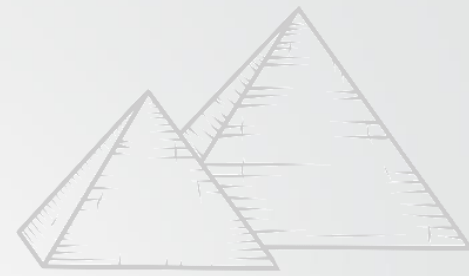
Thème et règles du jeu



- Base sur le thème de l'Égypte
- Survivre aux épreuves de la « Pyramid Of Death »

CODING

Packages & classes



- 4 Packages
- 21 Classes

Classes Controller & DisplayStory



Classe DisplayStory

Classe Round

```

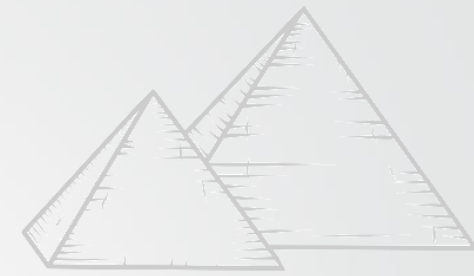
public static void boss(Hero heroPlayer) {
    System.out.println("      .d88b.                .d88b. ");
    System.out.println("      88 88                88 88 ");
    System.out.println("      '8bd8'                '8bd8' ");
    System.out.println("      '88'      99999999  999999  99999  99999  '88' ");
    System.out.println("g8888SEAL888g 99  99 999 999 99 99 99 99 99 g888SEAL888g ");
    System.out.println("      88      99  99 999 999 99 99 99 99 88 ");
    System.out.println("      88      99999999 99 99 99999 99999 88 ");
    System.out.println("      88      99  99 999 999 99 99 99 99 88 ");
    System.out.println("      d88b      99  99 999 999 99 99 99 99 d88b ");
    System.out.println("      d8888b      99999999 999999 99999 99999 d8888b ");

    System.out.println("\t _____");
    System.out.println("\t () _____");
    System.out.println("\t ( _____)");
    System.out.println("\t ) _____");
    System.out.println("\t | God help me ! You are close to the end... |");
    System.out.println("\t | Anubis is behind this door. If you success |");
    System.out.println("\t | to win the fight, you will leave the |");
    System.out.println("\t | pyramid with the treasure. To be on the |");
    System.out.println("\t | safe side, you drink all your health |");
    System.out.println("\t | potions. If you are too weak, |");
    System.out.println("\t | the pyramid will be your tombstone... |");
    System.out.println("\t | _____|");
    System.out.println("\t ( _____)");
    System.out.println("\t () _____)\n");
}

```

MÉTHODES

Classe Hero

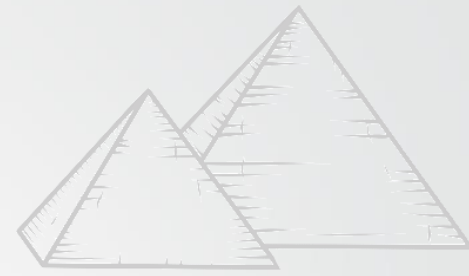


```
// INCREMENTATION OF THE LEVEL DEPENDING THE XP
public void heroChangeLevel() {
    if (this.xP >= this.conditionToChangeLevel) {
        this.level++;
        nbArmors++;
        this.increaseHP(this.level * 10);
        this.conditionToChangeLevel += (this.level)^3 + 50;
        DisplayStory.level(this);
    }
}
```

```
// ADD IN THE INVENTORY
public void addinInventory(Accessory accessory) {
    if (this.inventory.size() <= MAX_SIZE_INVENTORY) {
        this.inventory.add(accessory);
    } else {
        int choice = Controler.displayFullInventory();
        if (choice == 1) {
            System.out.println("\t What accessory do you want to exchange for? \n");
            Accessory accessoryToExchange = accessoryChoice();
            swapAccessory(accessoryToExchange, accessory);
        }
    }
}
```

CONCLUSION

Bénéfices du projet



Travail collaboratif

Codage en Anglais

Réalisation concrète en Java

Sujet intéressant

