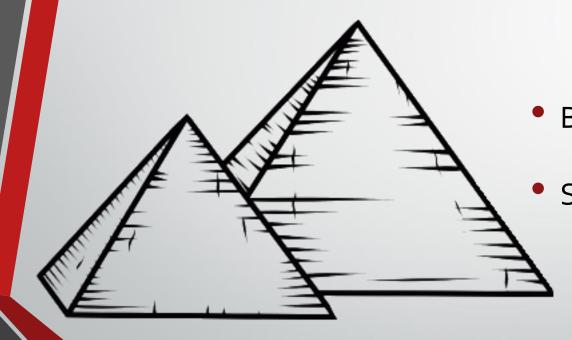
## ROLE PLANTING GAME Projet Java COLLIN Léa - DOLLE Jérémy

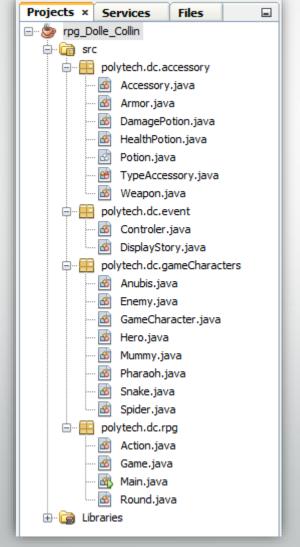




Base sur le thème de l'Egypte

Survivre aux épreuves de la « Pyramid Of Death »

## Packages & classes





4 Packages

• 21 Classes

## Classes Controler & DisplayStory

```
public static int displayChoices (Hero heroPlayer, Enemy enemy)
    System.out.println("\t\tYour Health:" + heroPlayer.gethP());
    System.out.println("\t\tYour Brave points:" + heroPlayer.getBrave());
   System.out.println("\t\t" + enemy.getType() + "'s Health :" + enemy.gethP() + "\n");
    System.out.println("\t\tWhat do you want to do ?!");
    System.out.println("\t\t\1. Attack this enemy");
    System.out.println("\t\t\t2. Run far far away !");
    if (heroPlayer.getNbHealthPotions() > 0) {
        System.out.println("\t\t\t3. Drink health potion");
    int choice = 0;
    do {
        try {
            choice = sc.nextInt():
            continueInput = false:
        } catch (Exception ex) {
            System.out.println("\t\tInvalid command... Press a valid one !");
            sc.nextLine();
    } while (continueInput);
    while (choice >= 3 && heroPlayer.getNbHealthPotions() < 0) {
        System.out.println("\t\tInvalid command... Press a valid one !");
        choice = sc.nextInt();
    continueInput = true:
    return choice:
int choice = Controler.displayChoices (heroPlayer, enemy);
```

Classe Controler

Classe DisplayStory

```
public static void boss (Hero heroPlayer) {
    System.out.println("
                                                                                  .d88b. ");
                           88 88
                                                                                 88 88 ");
    System.out.println("
    System.out.println("
                           '8bd8'
                                                                                  '8bd8' ");
                                                                                  '88' ");
    System.out.println("
                            1881
    System.out.println("g888SEAL888g
                                                                              g888SEAL888g ");
    System.out.println("
                                                                                   88 ");
    System.out.println("
                                                        99 99999
                                                                                   88 "):
    System.out.println("
                                                                                   88 ");
    System.out.println("
                                                                                  d88b ");
    System.out.println("
                                                            PPPPPP PPPPP
                                                                                 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
                                                                           |");
                               | safe side, you drink all your health
    System.out.println("\t
                                                                            1");
                               | potions. If you are too weak,
    System.out.println("\t
                                                                            |");
    System.out.println("\t
                               | the pyramid will be your tombstone...
                                                                            |");
    System.out.println("\t
                                                                            |");
    System.out.println("\t
                                                                           (");
    System.out.println("\t
                                                                            ) \n");
```





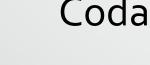
```
// INCREMENTATION OF THE LEVEL DEPENDING THE XP
public void heroChangeLevel() {
   if (this.xP>= this.conditionToChangeLevel) {
      this.level++;
      nbArmors++;
      this.increaseHP(this.level * 10);
      this.conditionToChangeLevel+=(this.level)^3+ 50;
      DisplayStory.level(this);
   }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

```
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);
        }
    }
}</pre>
```





Travail collaboratif



Codage en Anglais

Réalisation concrète en Java

Sujet intéressant