

Ryan Sheffler

Software Development I

Program Proposal

Basic Overview

Create a small game in Java. This game would be a small turn-based RPG. If possible, the game should also use an outside file for enemy data (allowing for modifications and near infinite possible battles), and appear in a window with buttons for the user to press, rather than typing commands into the console.

The Core

My game would be an RPG-style combat simulator of sorts. It would play similar to games like *Dragon Quest* or *Final Fantasy*, but would lack the overworld portions. To keep it simple, the game is just endless enemies against the player, with the goal being how far you can get. For those unfamiliar, a short summary of a turn-based RPG's battle system are that the player and enemy take turns using moves that either help them or hurt their opponent with the goal of defeating their opponent to win the fight. After each battle, the player also gains experience, which allows them to level up and gain new abilities. For example, the player's normal attack may deal 10 damage, but they could get an ability that spends some magic points to deal 30, instead.

Additional Features

If possible, I would like to make the game a bit fancier. My first additional goal would be to use an outside text file to store enemy and/or ability data. This would allow the player to add or change the enemies they face and the abilities they get to expand the game. My second goal

would be to have the game run in a window, rather than the console. This would make the game more accessible and feel more like a game. I have had some experience with creating programs that use JFrame before, so this shouldn't be as far a goal as it may seem. My third and final goal is graphics and sound. Simple graphics could just be a picture of the enemy you're facing and simple audio might just be some noises to go with your attacks. If I can, however, I'd like to go a bit further, showing a small attack animation and maybe having some music (most likely royalty-free) in the background.