POE Individual Report

1. List of Component/Objects on the Forms:

* DRAGOMON label: This label serves as a title for the game interface related to "Dragomon." The name of the game will indicate to a player that this game features dragons and mystical elements.
* Play button: the game will start up the gamemode when clicked, it would trigger the game to begin,
* Bestiary button:The bestiary serves as a collection or encyclopaedia of creatures, providing details such as their names, descriptions, abilities, and perhaps even strategies for encountering or defeating them. This button allows players to Learn the lore of these dragons and the world they are in and choose the best dragon for combat thus enhancing the players experience.
* Quit button Simply takes the player out of the game if they don't want to play it.

Group Box 1:

* + Player Name Textbox: Allows the player to input their name.
  + Dragon Name Textbox: Allows the player to input the name of their dragon.
  + Player Name Label: Displays a label indicating "Player Name."

GroupBox3:

* + Fire Dragon Checkbox: Allows the player to select a fire dragon.
  + Wind Dragon Checkbox: Allows the player to select a wind dragon.
  + Earth Dragon Checkbox: Allows the player to select an earth dragon.
  + Water Dragon Checkbox: Allows the player to select a water dragon.
  + Save Player 1 Details Button: Saves the details entered by Player 1, including their name, dragon name, and dragon type.

Group Box 2:

* + Player Name Textbox: Allows the second player to input their name.
  + Dragon Name Textbox: Allows the second player to input the name of their dragon.
  + Player Name Label: Displays a label indicating "Player Name."

GroupBox4:

* + Fire Dragon Checkbox: Allows the second player to select a fire dragon.
  + Wind Dragon Checkbox: Allows the second player to select a wind dragon.
  + Earth Dragon Checkbox: Allows the second player to select an earth dragon.
  + Water Dragon Checkbox: Allows the second player to select a water dragon.
  + Save Player 2 Details Button: Saves the details entered by Player 2, including their name, dragon name, and dragon type.

Start Game Button: Initiates the game after both players have entered their details.

Back Button: Allows returning to a previous screen or closing the application.

Game Screen Form:

* Timer: Displays a timer for tracking the duration of the battle.
* Attack Button: Allows players to perform a standard attack during the battle.
* Background Image of the Battleground: Provides a visual representation of the battleground.
* Special Attack Button: Allows players to execute a special attack with increased power.
* Picture Box: Displays visual representations of the battling dragons.
* Block Button: Allows players to defend against incoming attacks.
* Williams Round Label: Displays the current round of the battle.
* Player 1 Textbox: Displays the name of Player 1.
* Tim Round Label: Indicates the opponents name in the round of the battle.
* Player 2 Textbox: Displays the name of Player 2.
* BattleLog Text Box: Displays a log of actions and events occurring during the battle.

2. Functionality of the Game:

PlayerMenu:

This form will show the menu for the game where there are three buttons. The screenshot below shows how the design of the menu form looks. The form that is attached below is used as the starting page after the game is opened. The player has three options when they land on this screen upon opening the game. When the player clicks the play button, they will be taken to the player details screen. If the player clicks on the Bestiary button, it will take them to a screen where they can see the details of the dragons that are playable in the game. If the player clicks on the quit button, the game will close and the player will have to re open the game if they want to play again.The Exit and Play button are simple action buttons which allow the player to make a decision of playing the game or not. The bestiary button looks to expand the players mind and put them into the world of this game by telling the lore of the dragons. The button will also show you which is the strongest dragon,special attack and weaknesses.

Input:

* Play button
* Bestiary button
* Quit button

Output

* Written lore of the dragons
* Exit game
* Go to the next window

Player info Form:

* This form collects essential information from the player before starting the game, such as their name,Dragon`s name and The type of dragon they would like to play with from a checkbox list of Fire,Wind,Earth and Water Dragon for both player 1 and player 2 .A button to save this data into the Game screen form. A Start game button is at the bottom to allow a user to begin the game alongside a Back button if any mistakes have taken place.

Input:

* + Player's name
  + Dragons Name
  + Type of Dragon

Output:

* + Confirmation message
* Why Output: Confirmation message is generated to acknowledge that the player's input has been received and processed.Thus taking the user to The Game screen form with their information stored and saved.

The Player screen form has four group boxes asking for two players to add their information to be stored. Group box 1 has A player label that asks player one to add their name and it is alongside a text box to fill in the name. A dragon name label is next asking for the player to add the name of the dragon to further differentiate between the two players and a textbox is next it to allow a user to input their dragon's name. Group box 3 has a checkbox list of the types of dragon Player one can use .Fire,Wind, Earth and Water dragons are the choices and only one dragon can be chosen. At the end of the group box a button called Save player 1 details can be seen and this button stores the information of player one to be accessed on the next form so the player can see it.

Group box 2 has A player label that asks player one to add their name and it is alongside a text box to fill in the name. A dragon name label is next asking for the player to add the name of the dragon to further differentiate between the two players and a textbox is next it to allow a user to input their dragon's name. Group box 4 has a checkbox list of the types of dragon player two can use .Fire,Wind, Earth and Water dragons are the choices and only one dragon can be chosen. At the end of the group box a button called Save player 2 details can be seen and this button stores the information of player one to be accessed on the next form so the player can see it.

At the bottom of the Player info screen two buttons can be found. One button is called Start game which takes a user to the next form which is the Game screen with the saved data that the two players have inputted. Player Ones details will be on display showing the Name , Dragons name and Type of Dragon chosen. The same for player two,details will be on display showing the Name , Dragons name and Type of Dragon chosen. The other button is called Back which will allow a user to exit the game if they don't want to play the game anymore.If a user clicks back but says save both player details then they will resume where they left off.

Game screen form:

This form allows for the players to take turns to cause damage to each other and to use various buttons to dictate the fight. Attack,Special Attack and block buttons are used by a player whose turn it is. The player's name is next to the dragon they chose in a small picture box. A battle log is shown at the bottom to update the player and make them aware of what event has occurred . Two text boxes have the players details alongside the HP to show them what is the best move going forward to insure your dragon doesn't die because you didn`t strategise.This text box also shows the special attacks name for that dragon

* Input:
  + Attack button
  + Special Attack
  + Block
* Output:
  + BattleLog
  + To display the events that take place for each round
  + Player One and Two`s Dragon details
  + Picture box of dragon
  + Name of player
  + Player HP

The Game screen form has three action buttons that will be used by a player during their round. It is vital for a player to always keep an eye on their HP to insure they don`t lose quickly.The Attack button allows for a player to harm their opponent by either a punch,kick or fire breath. The attack button however only deals 5 HP damage to an opponent's dragon compared to the Special Attack. The Special Attack button deals 15 HP damage to an opponent's dragon and the screen will showcase the name of the Special attack when the button has been pressed and will say for example “Terraquake” for an earth dragon. The Special Attack button intensifies the game and makes a player think critically of when to use it as it can only be used once in a game.

The importance of the Block Button comes into play as it serves as the equaliser for the Special Attack, this is because the Block Button can be used all game and once it blocks a Special Attack the advantage is on the side of an opponent who blocked. A Special Attack that is blocked means that the player is not allowed to block for that next round meaning that they could be vulnerable to a Special attack. In order to use the block button a player must be 15 HP or lower; this is to make sure that the players aren't just blocking each other the whole game. A timer is at the top left corner to indicate to a player that they have limited time to make their decision so the player must think logically about their next move. A player only has 30 seconds per round before your turn is given to the opponent.

A label and picture box is assigned to both players with the name of the opponent inside the label and showing whose round it is. The picture box displays the type of dragon the player chose in the Player input form.This picture allows for the player to have a visual representation of the dragon.The Background image represents the battleground in which this game takes place in allowing for the players to create a level of immersion while playing the game. The Text boxes in the middle of the form are the Dragons details. These text boxes display the name of the dragon, amount of HP and the name of the Special attack assigned to that dragon.

The Battle Log label will have a text box underneath that will show what event took place in that respective players round. The player's name is shown alongside a descriptive text of what took place after a button was pressed. This Battle log will continue until there is a declared winner. A confirmation message will pop up stating that the winner is the player's name alongside its dragon's name. The Battle log helps the player keep track of what events took place and this helps them strategize the next move going forward. The confirmation message will state how much HP the winner has left and will ask the player if they would like to play another game or exit. The details of that last game will be stored and kept in records for later viewing.

3. Overall Logic and Rules of the Game:

Dragon Battle is an exhilarating two-player game that thrusts participants into a realm of mythical creatures and epic clashes. Players will engage in strategic combat. This game combines elements of strategy, decision-making, and excitement, offering an immersive experience for players of all ages.on the first window a player will input their name and the name of their dragons using dedicated text boxes this is a must as it should be easy to identify between the 2 players the game will not allow for players to have the same name or dragon name.

The Player menu screen allows the user to learn more about the dragons though clicking the Bestiary button and discover the lore of this world. This allows the player to know which dragons have the best elements and what are the other dragons weaknesses.

Selecting a dragon's elemental affinity. Fire, Wind, Earth, and Water dragons offer distinct advantages and weaknesses. A player can choose a dragon that has more or less HP than the opponent which will lead to the game becoming more strategic and engaging. Players can choose the same dragon but they must know that they will have the same Special attack and HP.After configuring their character and dragon, players can confirm their choices by clicking the "Save Player Details" button.This will take place in Group box 1 and 3 This action ensures that their selections are recorded and ready for the upcoming clash.The process repeats for the second player within Group Box 2 and Group Box 4.

The "Attack" button enables standard offensive moves, while the "Special Attack" button unleashes devastating techniques unique to each dragon's elemental . When the special attack is clicked the name of the move will flash across the screen.To defend against incoming assaults, players can utilise the "Block" button, stoping damage and maintaining their position on the battlefield. A “Block button however cannot cause damage to a dragon Each decision carries weight, shaping the outcome of the confrontation.A picture box is displayed for the chosen dragons for each player alongside their name. The text box contains the player's details like dragon name,HP and special attack.The rules for these buttons are simple.

* A player must make a move
* A player must attack or block
* A player can use their special attack once a game

The Battle log feature offers valuable insight into the flow of the battle, allowing players to analyse their strategies and adapt accordingly. The battle log records the events and helps the player think of a move going forward. Once a player is deemed the winner a confirmation message will pop up and show the player who is the winner. The message will read “WINNER dragon name” and ask the players if they want to start a new round or exit the game.

Flowchart of the Battle Dragon Game Flowchart of the Battle Dragon Games works.







This is the flow for the program from the beginning when the player opens the program right till when either one of the players wins and wants to close the program.

The flowchart begins with the program's start upon clicking, players are directed to the menu screen, the starting point of the flowchart. Players are met with three choices: play, access the bestiary or quit. Opting out of all three results in an infinite loop until a positive selection is made

Choosing to quit leads directly to the program closing, marking the flowchart's end. If players select the bestiary, they transition to viewing dragon stats. They face another decision to go back or stay. If they opt against going back, they remain on the bestiary screen until they decide otherwise. Clicking back returns them to the main menu,From the main menu, players can make previous decisions or opt to play. Choosing to play directs them to the player info screen. Here, they input their usernames and dragon names, followed by selecting their dragon type. The flow continues prompting players to save their details before proceeding.Upon saving, players enter the game screen, where they make move selections.

The game progresses freely, determining victories and looping back for additional moves until one player emerges victorious. The subsequent flow branches depending on the winner player one leads to the player one win screen, while player two leads to the player two win screen.After either win screen, the flowchart concludes. This flowchart outlines the program's journey from start to stop.

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