Game Engine Creation Guidelines

I will code a game engine loop which pulls information from a large rooms array (not sure it's an array, but you know better than me). It starts with the first room, outputs the description string from the first room in the rooms array, checks if there is a monster battle in the first room. If there is a monster battle, the game engine enters a battle loop until the player or the monster's health reaches 0. If the player dies, it's game over. If the monster dies, the player gains xp and is redirected to a new room.

If there is not monster battle, the game engine outputs the possible actions the player can take.

The engine receives the user input and navigates to the new room .

The player object has the following fields:

Attack

Level

Health

Total XP

Extra logic for calculating level, health and attack based on total xp

The room "array" has the following fields for every single room:

-Description of room

-List of key:value pairs representing the name of the choice the player can take, and which room it will navigate the player to (Ex: {"go to x": 2, "go to y":3}

-XP gain (usually 0, unless the player finds something which gives xp, e.g. strength potion)

-A nested array with monster stats, containing fields: monster name, monster health, monster attack, string description to be displayed if the player wins, xp the player gains if he wins, and the id of the next room the player will be sent to

For battles, the game engine pulls in the array with monster details contained in the room details