Scott Cagnard

CSC 201

Program 5

May 2, 2015

REPORT

The main objectives of this program were to learn to develop your own custom classes and to learn to create and use objects of these classes.

Throughout the program, I made a lot of use of the parent class called Treasure. The parent class is what all of the subclasses will have in common and ultimately run though. The treasure class will have a variable name so and will ultimately be able to identify what kind of treasure object it is. I created four subclasses, each representing the four possible type of treasure objects that can be found. The Gold subclass consists of one kind of object which is a gold coin, and the value of the gold coin ultimately gets added to the overall gold total of the player. The Food subclass contains a unique nutrition value that is not in any other class. There are two kinds of food that can be eaten which are chicken and fish, which are subclasses of the food subclass. There is also a Armor subclass and Bronze Armor, Silver Armor, and Gold Armor subclasses which is a subclass of the Amor class. They all represent the different kind of armors that can be found and worn and vary in the overall value. There is also a Weapon subclass, which also connects to the three weapons that are available to find, which are a rock, a gun, and a sword. There are various functions throughout the program which do various things. The eat function allows the player to eat and food object. The wear and remove function allows the player to wear or remove any type of armor that they encounter. The wield and unwield functions allows the player to wield or unwieldy any weapon that they may have. The value\_is function will return the value of any treasure object that the player may have. The pick\_up function allows the player to pick up any treasure object that the player may find. The look\_at function will return all of the characteristic of any treasure object that the player may have. Some of the limitations I had when working on the program was attempting to connect functions of the player class with functions of the treasure class. I was unable to successfully make this connection. I was also unable to devise a way to create a levels system and fully implement all aspects of the role playing game.