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CS 1400

Final Project Overview

- 1) For this project I wanted to create a program that would create a random combat encounter in D&D. My initial idea was to make it so the program would only give the user a list of different monsters that they could use for a fight based on how strong the players were. I eventually expanded it to include the different environments where the different monsters would normally be. If I were to continue to expand this program, I would eventually have the program also display different combat stats for each monster in the encounter, such as their health points, armor, attacks, and so on. If I wanted to really go all out with this program, I would also make it so that it could be used to keep track of the health of the different monsters throughout the encounter.
- 2) This project was interesting to me because, even though I have never been the DM in a D&D campaign, I know that choosing what the group is to fight can be a challenge, especially if it's a spontaneous random encounter. I wanted to make this program so that a DM could just enter in some data for their party, and the program would give a (theoretically) balanced fight. It currently doesn't give them anything other than the name, but it wouldn't be too hard to edit it to include some more data in the information that is shown to the user.
- 3) With the time I had, I made it so that the program would give the user an encounter based on the number of players, the average level of all the players, the environment that the encounter will take place in, and the difficulty level the DM wants the encounter to be,

with “challenging” being the baseline. Based on this info, the program will output the names of several monsters that fit the needed criteria.

- 4) While most of the stuff in this class I remembered from when I took this course the first time, it was a good reminder for a lot of it. There were parts I had forgotten, such as the list and dictionary types, both of which I used a lot in the program I made. I also hadn’t coded in C# before, only in C++, so this was a good opportunity for me to learn C#.