



**OPENCLASSROOMS**

**- iOS application development course -**

## **PROJECT 3:**

**Xcode Terminal RPG Game**

**- Designed by Lariotte Roland -**



# Underworld Fighting Championship

An interactive Xcode terminal game.

## Game Rules:

Two players fighting each other via the command line tool.

Players choose one after the other three characters out of four. Each chosen one must be named uniquely.

The four fighters in the list have their own skills defined by their life points and weapons.

After a wise choice, the fight loop starts and goes this way:

- Player One chooses a character of his/her list to play with.
- At this point, a virtual dice is thrown. If Player One gets lucky, a chest pops up to give a strongest weapon to his/her just selected fighter.
- Player One sees the list of Player Two fighters alongside their characteristics.
- By selecting which one to attack, life points of his/her opponent' s fighter are taken away.
- One fighter has a special move if selected and can only gives life points back to one alive fighter of its team.
- Player One loop is finished and passes the buck to Player Two that executes the same circle.

All fighters characteristics are of course shown before each Player makes a choice move.

The Underworld Fighting Championship winner is the survivor that have killed all of his/her opponent' s fighters.

## - Introducing the Game Characters -

- > **WARRIOR :** the classic fighter with 70 life points and a tactical 10 attack points. **weapon:** Sword
- > **WIZARD :** the magician with 50 life points and an attack that gives 15 life points back to its buddies. **weapon:** Sceptre
- > **COLOSSUS :** a strong one with 100 life points but a low 5 attack points. **weapon:** Punch
- > **DWARF :** small by its size with 35 life points but a good 25 attack points. **weapon:** Axe

## - Overall Game Logic -

**GAME ON**

**Step1: New Game Created**

**Player One creates his/her team**

**Chooses three fighters**

**Names each of them uniquely**

**Player Two creates his/her team**

**Chooses three fighters**

**Names each of them uniquely**

**Step2: Fighting Loop**

**Characters descriptions shown before selection**

**Player selects his/her fighter to play with**

**Special chest triggers randomly for the fighter to get a stronger weapon**

**Opponent characters descriptions shown before selection**

**Player' s characters descriptions shown before selection if the Wizard is selected**

**Player chooses which fighter to attack or give life points back to**

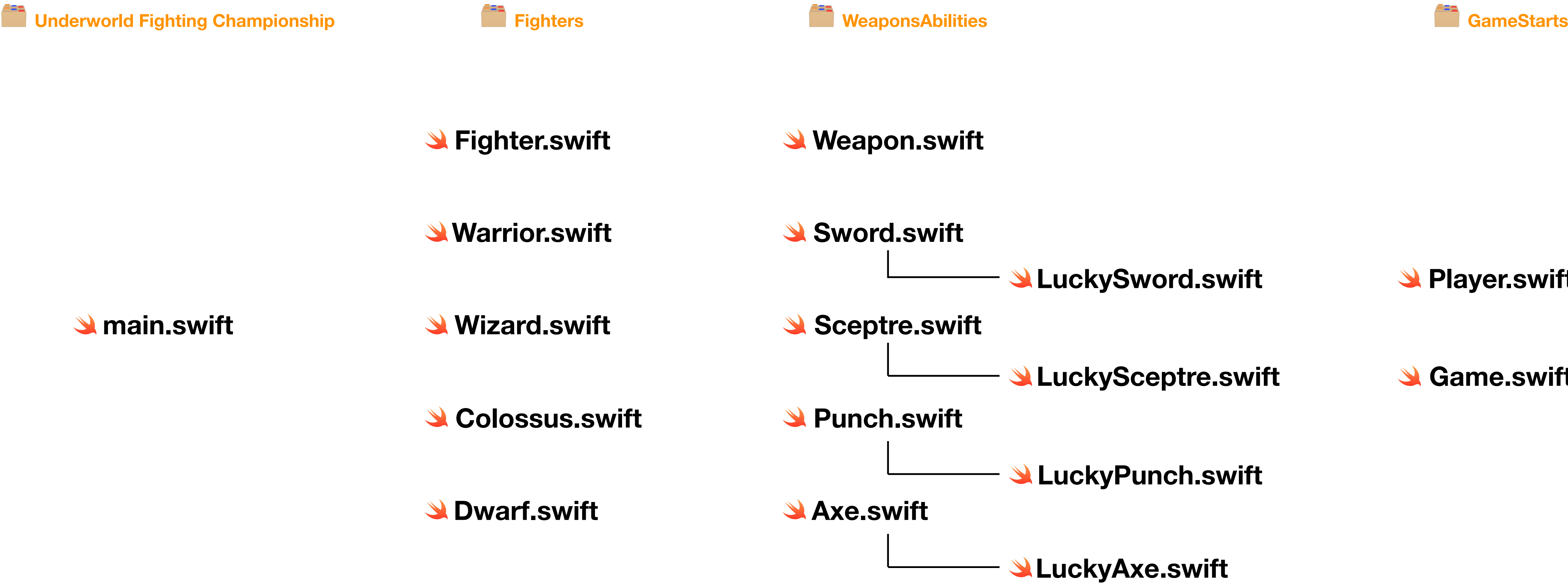
**Action triggers depending on previous choices, then an attack description appears for information**

**Step 3: Game Ends**

**The winner is congratulated**

**Game statistics appears**

- Swift Classes Created -



## - Bonus Added -

**A game statistics method added that pops up at the end of the game for hardcore gamers to improve their skills.**

Players are by this method able to see:

- Player One Total Turns
- Player Two Total Turns
- Total Attacks
- Total Attacks Points
- Total Wizard' s Actions
- Total Life Points Given
- Lucky Weapon Triggered
- Fighters Dead in Game

-> This method was implemented using a simple variable for each cases, which increases every times a particularly action is run accordingly to its name inside the class game private methods.

**GAME OVER**