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Contribution: What was intented as group project turned out as a solo project due to external factors.

Code description:
The initialy used libraries where iostream, string (for input and output of data), ctime for seeding of rand. Random for the use of certain functions in function (Randomizer), as well as vector for the creation of vectors where objects will be placed.

Definitions of chromatic macros: -

Class Characters is a mother class with a default constructor and an initialiser List for the data, followed by it's destructor. Some virtual functions which where designed for the child class (NPCs).

Afterwards, the child-class with the class Characters as public which is used for the player. The player has different attributes which dictate it's capabilities, different from those of NPCs.

A void function Pause which takes as input the number of members of both teams, as well as the amount of potions the player owns. Pause waits an input of type char from the player to resume the game.

A function int Randomizer which takes as input the 2 extremes of a set. The random_device function picks a hardware deice and from there a number and places it in rd. With the use of mt19937 we seed the generator of pseudo-random numbers, which will be used to choose a number from Uniform Distribution offered by uniform_int_distribution.

Η function void Wait, που παίρνει σαν όρισμα χρόνο σε μέγεθος millisecond, χρησιμοποιεί τα clock ticks του υπολογιστή για να μετατρέψει τα millisecond delay μεταξύ του καλέσματός της και της επόμενης εντολής.

The player inputs the wished upon values for the map which will be used for the array, containing the locations of the entities. Grass/land is represented in the array as 1 and text formatting as green, lakes as 0 and blue and trees as 2 and <> correspondently.

2 vectors are used for each team and after the creation of each object it's values as randomly initialized (It's team and time-of-healing are excluded).

There is a day/night cycle which changes every 7 round. The player moves accordingly to what they choose (W up, S down, A left, D right). The NPCs do so randomly.

IDE / COMPILER / OS: VS Code, g++, Windows 10 / tests on WSL and Linux with positive results.

Possible problems: The use of text formatting led to an inaccurate depiction of the map but only on a GUI level.

Incomplete Bullets: Vampires should move diagonally (but they don't), NPCs don't interact with each other, so they don't die , meaning they don't disappear, an additional healing potion should spawn during the game, it does not.

Github : https://github.com/SpirosKaridis/WnV

This project is a **university** assignment, anything not completed, was due to lack of time.