

CULMINATING PROPOSAL V2  
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Dear Mr. Moniaga,

Our group, The Best Group, are proposing to create the following program:

Program Name: demon slayer

Functionality: An RPG/Turn-Based style Boss Fight video game

**When user inputs (all outputs excluding tutorial, start, and retry will have two outcomes determined by random chance):**

- If the user clicks start, the output will include new windows form being created with the full game and all the mechanics below. In the game, it will display a battle between the player and the OverLord (an enemy model). Below the display will be six buttons for the player to use: Block, Stun, Fight, Light Attack, Heavy Attack and Heal. The goal of the game is for the player to defeat the boss
- If the user inputs 'block', the output will include either the player being immune to all damage for two turns, or the player being unable to attack for one turn.
- If the user inputs 'stun', the output will either cause the boss to be unable to attack the player for a turn while the player getting to attack both turns, or the player being unable to attack for one turn.
- If the user inputs 'heavy attack', the output will either cause the boss to be attacked for a large amount of damage if the attack succeeds, or take no damage at all if the attack fails. The chance for failure is significantly higher than the light attack feature, but it has an increased damage output.
- If the user inputs 'light attack', the output will either cause the boss to be attacked for a mediocre amount of damage if the attack succeeds, or take no damage at all if the attack fails. The chance for failure is significantly lower than the heavy attack feature, but it has a decreased damage output.
- If the user inputs 'heal', the output will either cause a portion of the player's health to be restored, or a portion of the boss' health being restored.
  
- The boss' attacks or decisions will be determined by random chance, but will have a higher damage output compared to the player. The boss's move list will be stored in an array.
- If the user clicks the question mark at the top right corner, a new form will popup indicating a text based tutorial on how to play the game, and how all the features work.
- The user's health as well as the boss's health will be indicated by a green and red bar on screen, damage reduces health.
- If the user wants to change the background before the battle, they may do so by clicking one of the backgrounds in a minimized panel within the main menu or start screen. The player and enemy models will remain unchanged.
- The high score meter will be stored in a text file with 'StreamWriter' and 'File.IO.WriteAllLines', and will be read with 'StreamReader'.

- If the user inputs 'Restart' in the tutorial menu, the boss fight application will restart. This way the user can prematurely restart without having to die first.
- If the user kills the boss, the output will include a "You Win" popup, and a new application will open. It will include the player's high score and how long the player took to defeat the boss.
- If the user is defeated, the output will include a "You lose" popup, and a new program will open asking the user if they would like to play again. If user inputs no, all applications will close. If user inputs yes, the boss fight application will reopen.

Based language will be C# and the program will be created in windows forms.

Regards

The Best Group