

CULMINATING PROPOSAL V2  
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Dear Mr. Moniaga,

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

Program Name: OverLord

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 a new window form being created with the full game and all the mechanics below, in the game will display a battle between the player and an “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. Block has 75 % of blocking which makes your total resistance increment by 10% starting at 0%. This resistance can increment to a maximum of 50%, if it misses you take 100 dmg.
- If the user inputs ‘stun’, the output will have a 75% chance of working and stuns OverLord for 3 turns lowering the Overlords accuracy to 30% also if stun misses -100dmg
- If the user inputs ‘heavy attack’, the output will either cause the OverLord 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. The heavy attack has a 65% chance of hitting and when it does hit, heavy attack critically hits 15%. (attack dmg scales form 40-80)
- 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. light attack 95% chance of hitting and 15% critical hitting when hit. (attack dmg scales form 30-50)
- 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 OverLord’s health to be restored. Heal 75% chance of healing heals you for 20% hp else it heals boss for 5%
- The overlord’s attacks or decisions will be determined by random chance but will have a higher damage output compared to the player. The OverLord’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 written 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 the screen, damage reduces health.
- 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 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 the user inputs no, all applications will close. If the user inputs yes, the OverLord (Boss Fight) application will reopen.
- There will be a health bar where you can check your health throughout the game. To enhance the health bar and prevent crashes and defects, we have added a try-catch to ensure that the health bar does not go to negative numbers
- The OverLord will have animations for fighting, taking damage, and dying, The player as well will have animations for dealing dmg, taking dmg and dying.
- Additionally, there will be 11 items that are stored in an array that you can use to help you win the battle and overtake the overlord or can do the complete opposite of making you lose.
- Additionally, Overlord will include music during the boss battle to emphasize the chaotic atmosphere

The based language will be C# and the program will be created in windows forms on visual studios 2017.

Regards

The Best Group