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Milestone

Abstract

This project is a text-based adventure game that lets the player advance through the game at their own pace and order. This means that there will be different options and paths for the player to freely choose from, which will affect how they play the game as well as bringing in an element of the RPG genre.

Introduction

The reason that I chose to make a text-based adventure game for my final project is because I've always been a big fan of RPG games ever since I got my first computer as a child and it is also one of the reasons that sparked my interested in computer science. Because of this, I think that there is nothing more fitting than to make an RPG game for my final Software Development project.

This paper will cover the process of the coding that was done to make the game, which will include in depth descriptions of how the program work, how the user can interact with the game, and UML diagram. There will also be requirements for the game, user manual, and a conclusion that will reflect and summarize the process of making this game.

System Description

Currently, the program is at a stage where the basic game world and mechanics are set up. As of now, there are four different paths that the player can explore and these paths have their own purposes. For example one path will lead to enemies that you have to kill in order to progress and another might lead to an item that will help you in your adventure. I'm

planning on expanding these paths, which will hopefully build a more immersive RPG world that the player can explore. As for game mechanics, randomize and set calculations are used in combat such as player's health, enemies' health, enemies' damage, and player's weapon damage. I coded the attacks so that each attacks are calculated randomly and weapons will also play a factor in these calculations as the better weapons will have a higher ceiling of damage numbers that it can be calculated to. This done through the use of java.util.Random.nextInt(n) where the number of n will be determined by the weapon being used. This will encourage the player to explore in order to find better weapons. In combat, the player will have two options, which are to attack or to run. These options will be selected by pressing either 1 to attack or 2 to run. In the future, I'm planning on adding potions as the 3rd option and these potions can be found randomly in the world. Most of the coding will be comprised of If and Else statements.

The end goal of this game that I currently have in mind is to enter a town called Braavos, which is sealed away by guards from travellers such as the player's character. So to enter this town, the player will have to take on a quest given by the guards and that will be the main objective. Though, the pace and way in which this is done is entirely up to the player.

Current UML Diagram

Game
-playerHealth : int -monsterHealth : int -playerName : String -playerWeapon : String
+newGame() : void +braavosGate() : void +crossroad() : void +temple() : void +forest() : void +monsterCave() : void +engagement() : void +combat() : void

+death() : void
+victory() : void
+gameEnd() : void

Requirements

Any computer with Java will be able to easily run this programme.

User Manual

To start the game, you must run the Game.java file. First you will be asked to enter a name for your character. This will be the only time in which the input you enter are letters. After this the options that you can select will be listed in numbers. For example 1. Temple, 2. Crossroad, and 3. Forest. If you want to go to the temple, then all you have to do is type 1 and press enter. The same goes for combat (1. Attack, 2. Drink potion, 3. Run). The rest of the game will be played in this manner.

Any references to other reports?