

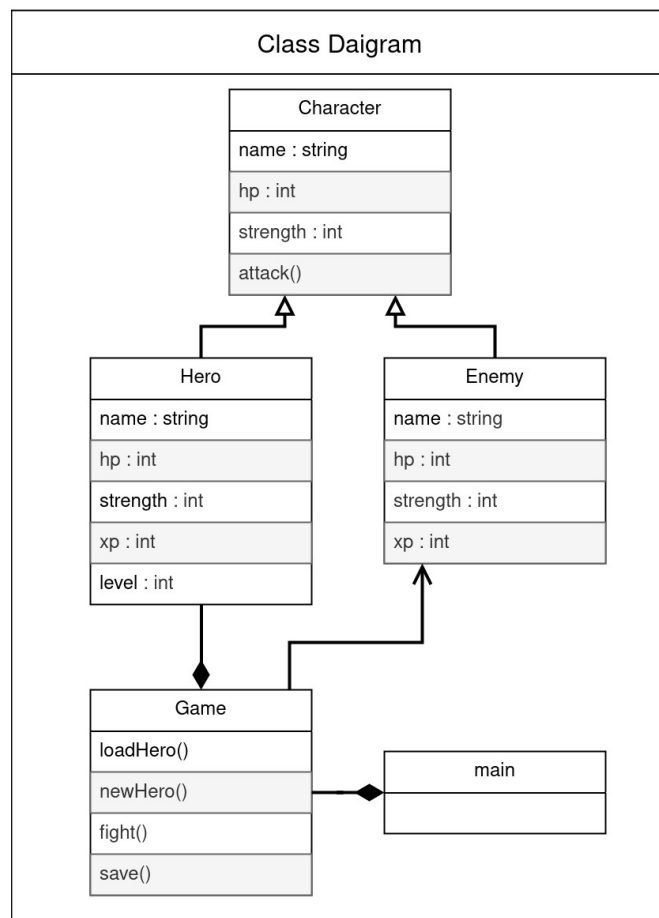
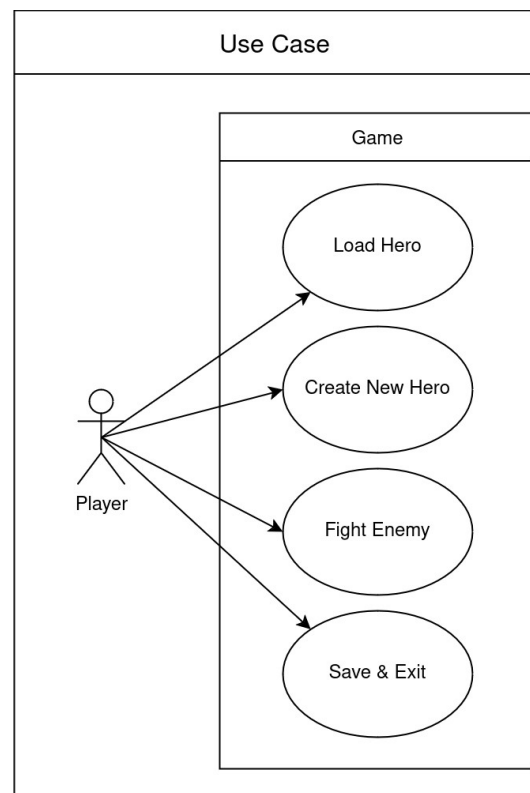
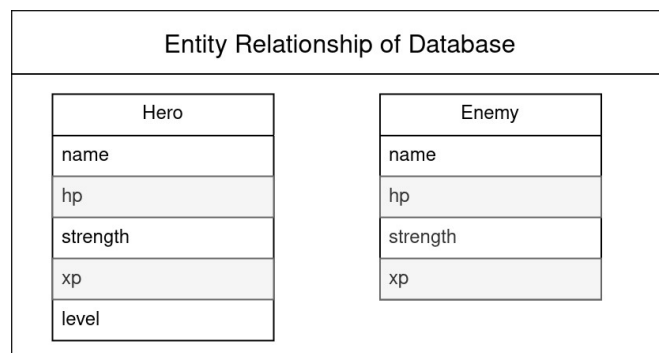
Software Udvikling Portfølje

First Iteration

In this iteration the player is able to make and load heros, fight enemies and save their progress.

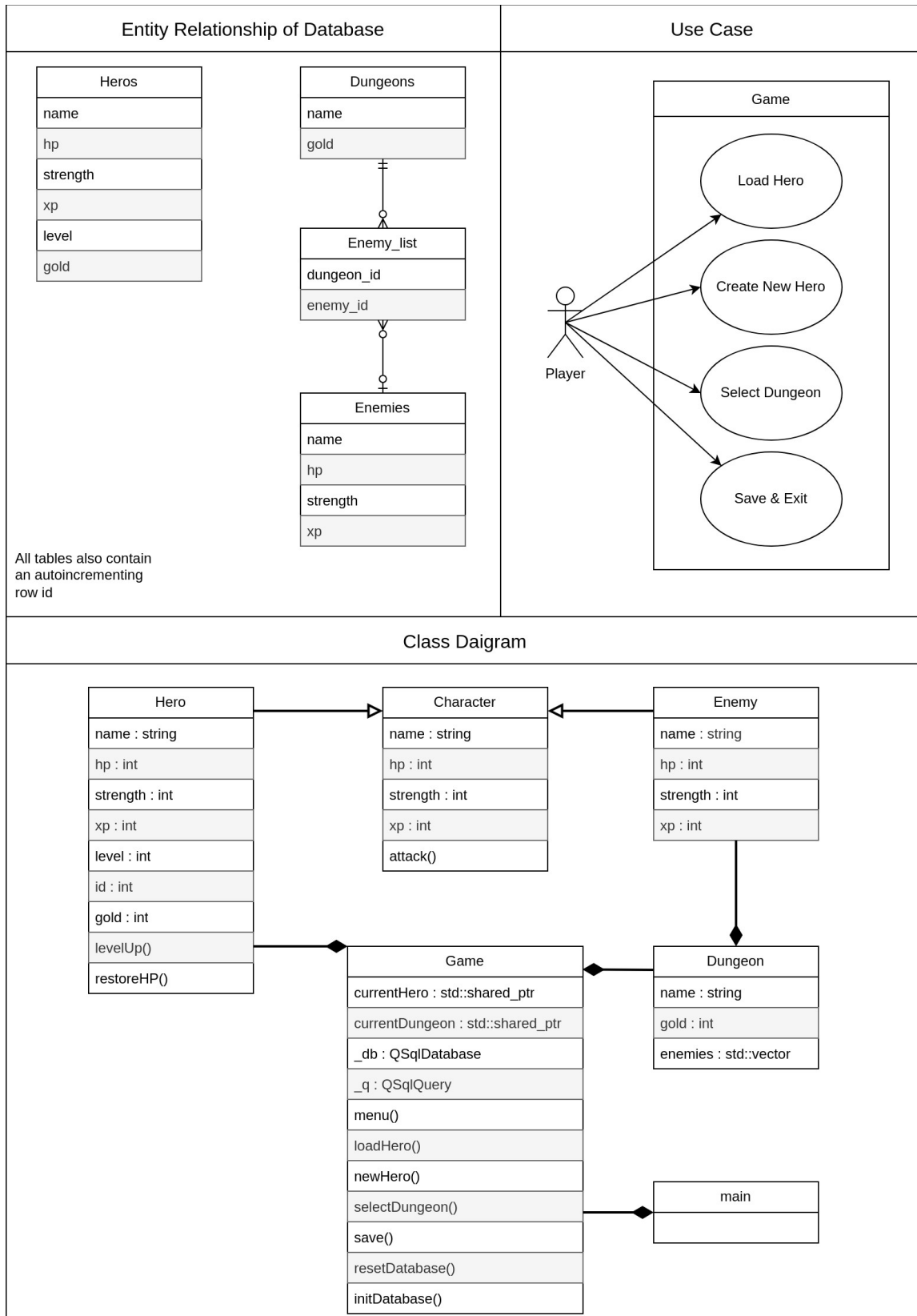
You navigate through the menus be entering the desired number and pressing enter. Whenever the terminal prompts you to press enter tor continue. It will ignore all other key presses, even if the terminal displays them.

Game data, such as level and xp, is autosaved when switching heros or exiting the game. So if you're losing a fight you can always close the game and it will open to the latest autosave.



Second Iteration

In this iteration Dungeons have been added where each dungeon can have multiples of the same enemy. The heros HP restores after every fight. If your hero dies they are dead FOREVER and removed from the database. Luckily you can always make a new hero or load an existing one through the menu.



Third Iteration

In this iteration Magic and an Element system has been added. Elements modify the damage taken by each enemy, who each have elements assign to them. The terminal will tell you if your attack is less or more effective. Magic can be bought from the shop and will be kept in the heros inventory. New heros have nothing so they will have to go ask the nice shopkeeper for a spare knife. The heros HP and Mana restores after every fight. The items is not saved in the database immediately similar to level and xp. Game data is ONLY autosaved when switching heros or exiting the game.

