



Creature Brawl

Object Oriented Programming

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Introduction

The project “Creature Brawl” is inspired in the videogame “Dragon City” developed by “Social Point”, this video game is well known for the long waits that one has to endure, this common situation in free to play video games usually spoils the experience for many users, the project “Creature Brawl” has this kind of system with the difference that the fighting system decrease the time in the current construction or actions, creating a new more dynamic system.

Objectives

The development of an in-game store along several creatures portrayed in the store, these creatures will be used in a fighting system, and when they are not used the creatures will be seen in an island for the user to interact.

Game Mode

The project, like its inspiration, is a City Building game with a Strategy section.

The city building section works as a lobby where the characters may be seen by the player.

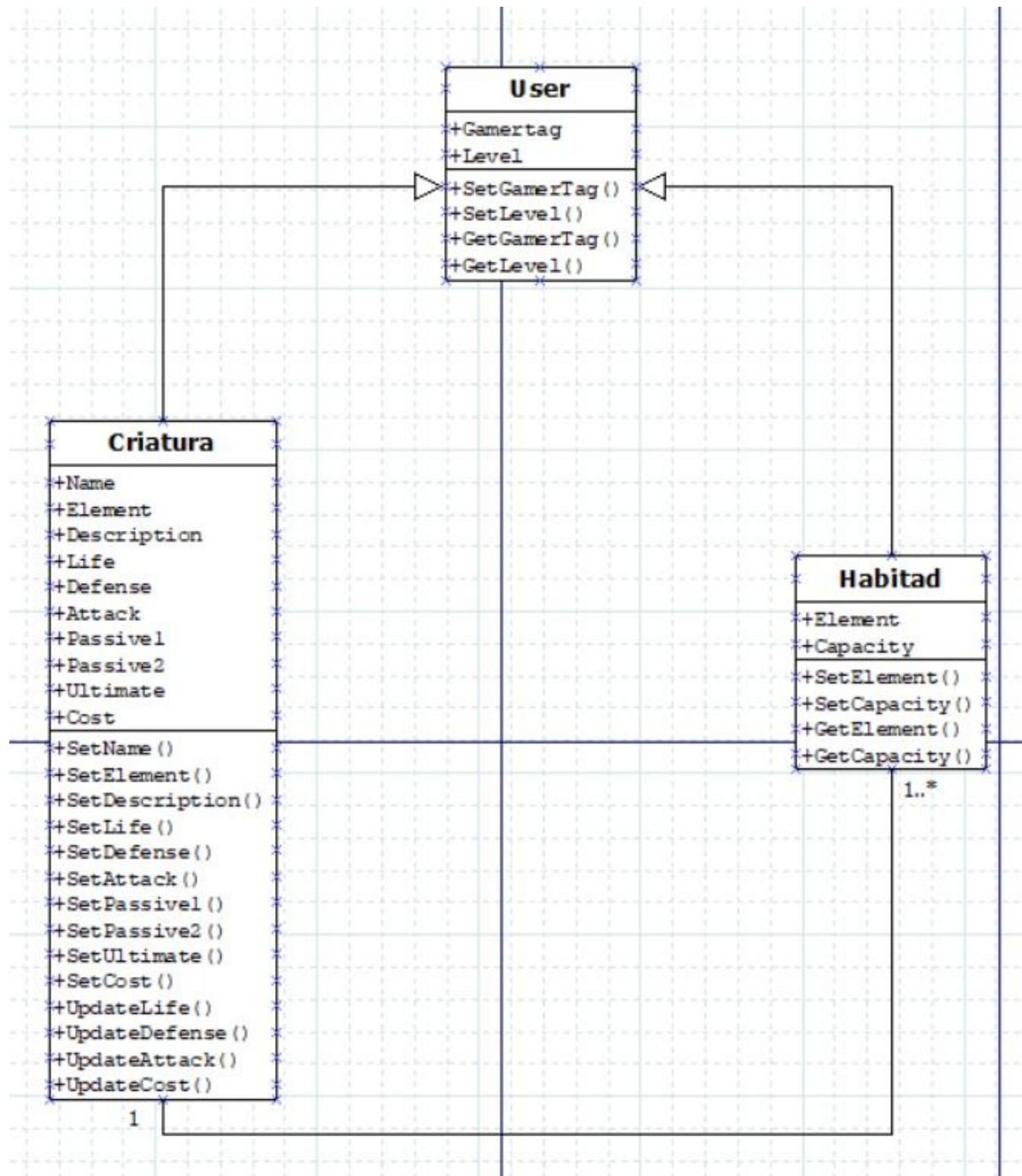
The strategy section is a turn based combat between the player and an N.P.C.

Methodology Used

Rapid Application Development (RAD)

Due to the fact that this was planned as a short time, small project, we made the necessary amends and we started development.

Class Diagram



Character Design and Scenery

Like its inspiration the project uses a sky with an island in the middle as scenery, and the creatures use a simple concept. This concept could be a creature on its own but we also added a known person into the character just to make the character more distinct and just because we found it funny.