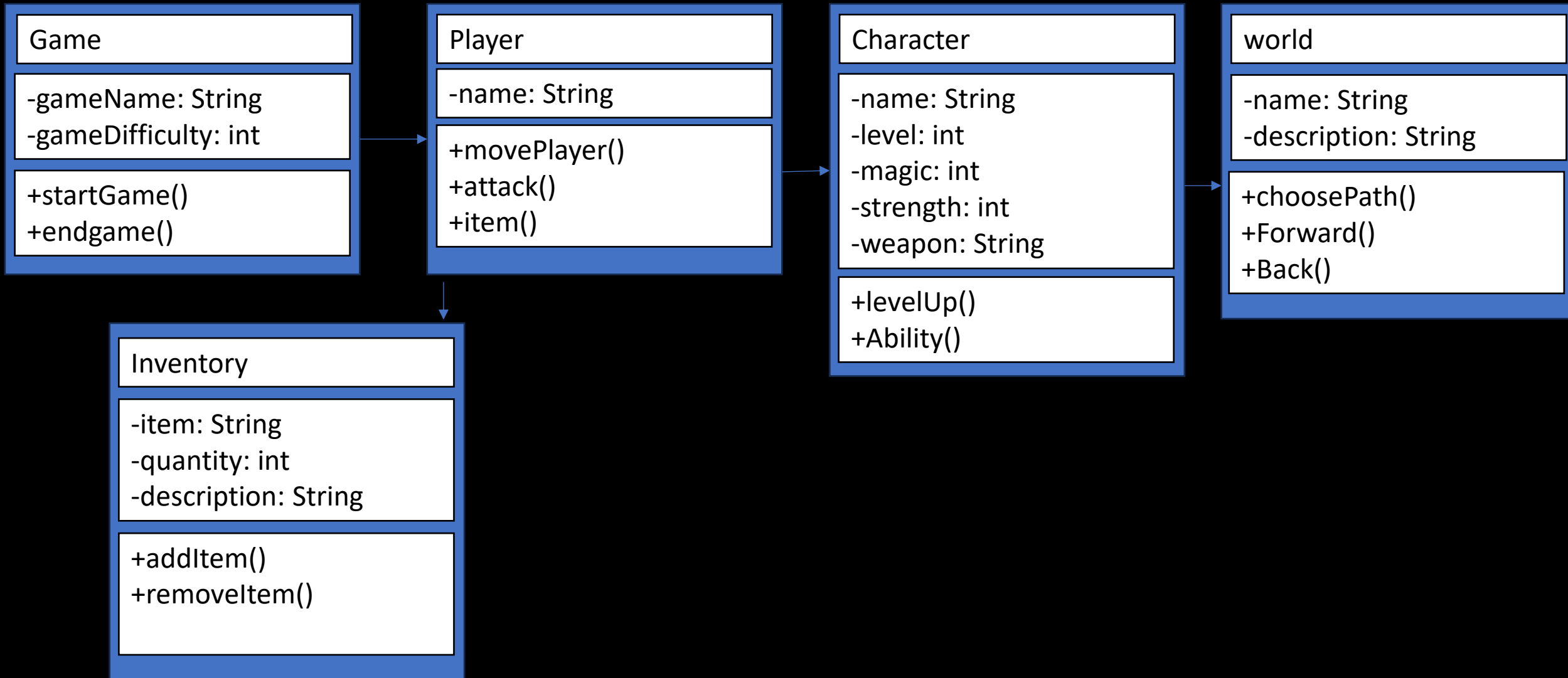# Dark Souls like game

By Victor Lopez Vazquez

Description

- My idea for the project is making a "Souls like" game in which the player will have some characters to choose at the beginning. Each character will have different "attributes" and weapons at the beginning of the quest, and depending of the character, the course of the game would be easier of harder.

- The player can be upgraded with each battle. There will be experience points to upgrade the attributes or weapons, and the enemies will have different weaknesses.

- I want my game to have different "worlds", and each world can have different stages in which my character can move and fight a variety of enemies.

- The main character would have a limited number of items, and if one wants to carry different things, the player can trade items and save them in a special box.
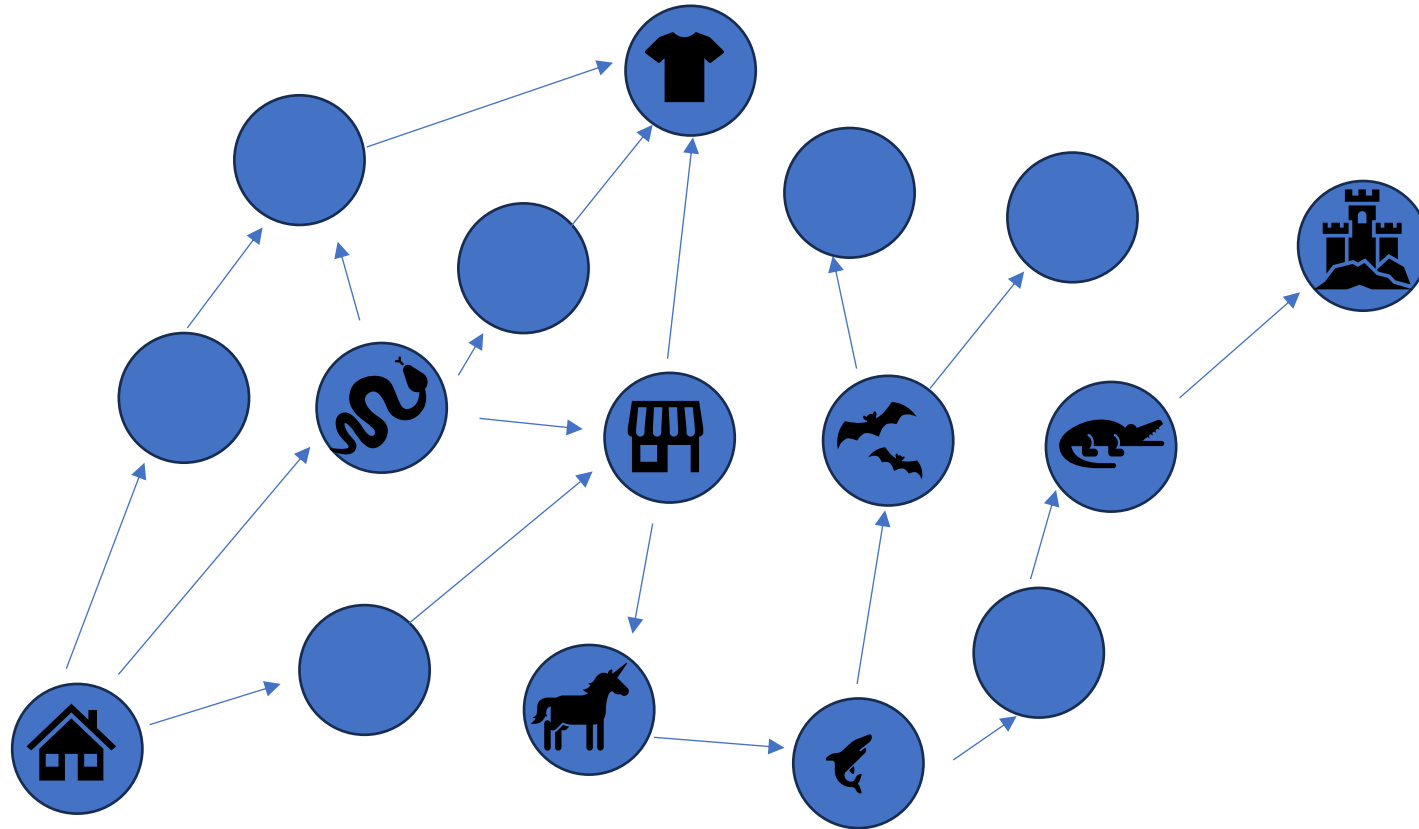
UML Diagram

Game

-gameName: String
-gameDifficulty: int

+startGame()
+endgame()

Player

-name: String

+movePlayer()
+attack()
+item()

Character

-name: String
-level: int
-magic: int
-strength: int
-weapon: String

+levelUp()
+Ability()

world

-name: String
-description: String

+choosePath()
+Forward()
+Back()

Inventory

-item: String
-quantity: int
-description: String

+addItem()
+removeItem()

GUI Mockups

Use of Data Structures

- Graph: Used to manage how the player moves between different worlds and stages.

- Tree: Character's skills or upgrades.

- Lists: Store moves.

- Stacks: Store inventory.

- Hash Tables: Enemy's weaknesses and characters statistics.

Souls-Like Game

Choose your Class - Gender: Female

- Warrior
- Thief
- Sorcerer
- Wanderer

Souls-Like Game

Choose your World

- Home Village
- Forest
- Cave of Trials
- Mountain