

# The Quest of Legends

Create a new Game Engine Class: TheQuestOfLegendsGameEngine

- ✓ ~~WHERE SHOULD WE GIVE THE OPTION OF QUITTING TO THE USER~~  
~~@Simon Acevedo Rodriguez~~
- ✓ ~~this.Map =(numLane, laneSize, laneLength, merchant,~~  
~~probabilityPlain,probabilityBush probabilityKoulou, probabilityCave, ) ← remove~~  
~~monster and we good~~
- ✓ ~~Select team → must be numLane instead of calling numTeam, creates a new~~  
~~team~~

TODO:

- ☐ fix battle
  - ✓ ~~display monsters during battle~~
  - ☐ if hero dies, respawn in nexus.. ← Attack result kill  
@Simon Acevedo Rodriguez
    - ☐ u do the thing where u move it back to the nexus
    - ✓ ~~and then I do the revive function of the hero to revive it on the nexus~~
  - ✓ ~~remove dead monster from lane team... ← Attack result kill~~
  - ✓ ~~bounty and tax distribution~~
- ✓ previous bug fixes
  - ✓ ~~add a revive method~~
  - ✓ ~~fix weapon infinite loop issue~~
  - ✓ ~~fix displays~~
    - ✓ ~~add bounty distribution display~~
    - ✓ ~~Fix previous heroes, monster, merchant, inventory displays~~

UGHH I DONT FEEL LIKE FIXING THIS, they are like game implementation issues  
not programming or OOP

☐ fix cast spell mana issue

mana validation before choosing spell?.. to prevent wasting turns?

mana is 0 remains 0 after regen...

☒ ~~fix transaction interface into single responsibility~~

☒ ~~refactor and repackage properly~~

☐ write readme

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☒ ~~Implement per round~~

## ROUNDS

☒ ~~one action for each hero~~

☒ ~~get player~~

☒ ~~heroes regen 10% hp, 10% mana ← in the past this was 5% might have to do some refactoring due to difference between game and since regen is a hero function~~

☒ ~~place them on tile (Place function)~~

☒ ~~check for win~~

☒ ~~if market~~

☒ ~~if hero dies, respawn on the nexus of their lane in the next round, can buy and sell and does not count as an action~~

☒ ~~allow transaction~~

☒ ~~if Plain~~

☒ ~~if Koulou~~

☒ ~~increase hero's strength by 10%~~

☒ ~~if Bush~~

☒ ~~increase hero's dexterity by 10%~~

☒ ~~if Cave~~

☒ ~~increase hero agility by 10%~~

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- ✓ ~~Attack ← can only happen if monsters in proximity~~
- ✓ ~~Spell Casting ← can only happen if monsters in proximity~~
- ✓ ~~Change Weapon/Armor~~
- ✓ ~~Use potion~~
- ✓ ~~move ← re-implemented for individual heroes instead of a team~~
  - ✓ ~~back to nexus~~

a hero cannot pass "behind" a monster without killing it

- ✓ ~~teleport~~

same lane is not allowed

different lanes allowed → any cell "in front" of monster, any cell that another hero is not in

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- ✓ ~~one action for each hero-monsters~~
    - ✓ ~~check surrounding~~
    - ✓ ~~if hero in proximity~~
      - ✓ ~~attack a hero (if they are on the same cell or a neighboring cell with a hero)~~
      - ✓ ~~a monster cannot pass "in front" of a hero without killing it~~
    - ✓ ~~else~~
      - ✓ ~~or move one cell forward~~
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- ✓ ~~Every 8 rounds three new monster spawn in the monster nexus (same level as highest leveled hero/ same level as hero on that lane) one for each lane~~
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Create new Team Class : LaneTeam

- ✓ ~~container for heroes~~
- ✓ ~~keep track of hero location in the team class~~

Create a new Map Class: LaneMap

✓ ~~SetMap~~ → change accordingly

✓ ~~PlaceHero~~ function check which kind of tile a hero is in, and apply corresponding boost.

every cell their can be either

no one

one hero

one monster

one hero and one monster

NEVER two heroes and two monsters

✓ ~~RemoveHero~~ function check which kind of tile a hero is in, and deactivate it (when hero leaves tile)

✓ ~~Place Monster~~

✓ ~~Remove Monster~~

Tile:

✓ ~~Add Nexus Tile~~ can spawn hero and monster

✓ ~~Add Bush tile~~

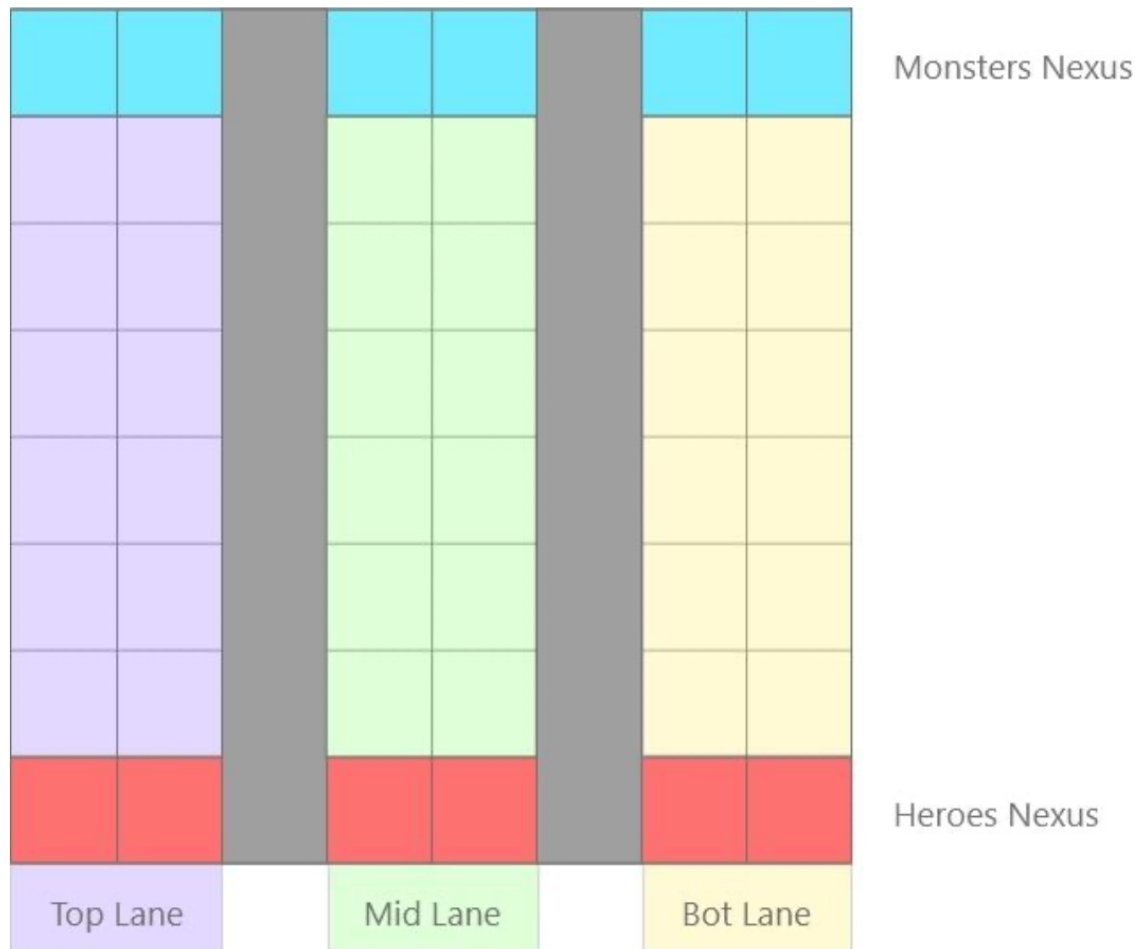
increase hero's dexterity by 10%

✓ ~~Add Koulou tile~~

increase hero's strength by 10%

✓ ~~Add Cave tile~~

increase hero agility by 10%



Sample Grid

#### GitHub Tips:

- For what we're doing we only really need to do the following:
- Whenever you want to add a feature, run `git branch`, and make sure that you are on the master. Then, run the command: `git checkout -b BRANCH_NAME`
  - after you are done adding to that branch, run the following commands : `git add .` & `git commit -m "commit message"` and then run `git push`
  - after you run `git push`, go back to the GitHub page for the repo.
- PLEASE MAKE SURE CODE IS ON A RUNNING FUNCTIONAL STATE BEFORE MERGING BRANCHES!!! sorry for the all caps just need this reminder here