Documentation

Welcome to my RPG game project documentation. This document, you can find:

* Background of this game
* Updates & Tweaks
* Bugs
* Contributor

I hope this documentation is well written and cover every answer you find.

Thank you!

Background of this Game

Greetings, my name Rafli “Ryfx” Jaskandi. I’m creator if this simple game.

Why create this game?

I create this game to drill my skill, especially in C language. In this program, I hope I can cover all the material I’ve learned in Algorithm and Programming Course in College. Especially in C Language

What inspire me to create this?

I inspired by a youtuber who a great programmer that usually hacks, and I watch his video about hacking a game that used to be hacked by someone. And its really interesting, because he hacks an game that contain a C++ programming language as the game mechanism. Interesting, so I want to try make the game that has a same mechanism concept as that game.

What material I cover so far?

* Printf() and Scanf()
* If Else
* Switch
* Getch()
* While Loop
* Do While Loop
* Function
* Pointer
* Struct

I think that’s for the background, you can jump in for updates and tweaks.

Updates and Tweaks

Version 1.0 (22 – 11 – 2019)

* The game first created.
* Creates features including game menu, boss battle, buy a weapon, about us, and quit game, and inventory function.

Version 1.1 (23 – 11 – 2019)

* Adding features including load game function, and pause menu.

Bugs

Bug 1: Wrong input in login attempt

If you enter a wrong username or password just once, or more. Your second or more correct attempt will end the program (Fixed in 25-11-2019)

Contributor

Lead Developer / Creator : Rafli “Ryfx” Jaskandi