Rogue Clone

## Team Watermelon members:

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| Git Usernames | **TelerikAcademy Usernames** |
| [gbelcheva](https://github.com/gbelcheva) | gbelcheva |
| [jumperabg](https://github.com/jumperabg) | krasimir.i.velichkov |
| [Pariador](https://github.com/Pariador) | Pariador |
| [PavelDochev](https://github.com/PavelDochev) | PavelDochev |
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## Project purpose:

We solved the legendary Rogue Clone secret by making a clone of the Rogue Clone game series that are series of lots of clones.

The Rogue Clone game is an RPG type game. The main goal of the game is to walk thru dungeons, level up your character, kill monsters, pick up items and buy items from the shop keeper.

The controls of the game are simple just use the arrow keys to move.

If you want to buy items from the shopkeeper you must just go near him and move towards him so that you can buy items from his menu. To buy an item from him you have to choose from the list of 1 to 6. If you want to buy the first item you press the button 1 if you want to buy the 3rd item you press the button 3 else if you want to exit his menu you press the escape key.

If you want to take items from the ground you just step over them.

For the player to level he needs to kill monsters so he can get experience. The more experience you have the greater level you are going to reach.

All items in the game require levels. If you are level 3 and you want to pick up an level 5 item you won't be able to do it because you are inexperienced to wield the higher level item.

## Class diagram: <http://i.imgur.com/ZQi7Xuu.png>

## General Requirements:

**At least 5 interfaces (with one or more implementations)** - IConsoleIInputProvider, IConsumable, IDamageable, IDurable, IKillable, ILvL, IStat, IPositionable -> IMovable.

**At least 15 classes (implementing the application logic) -**

## *1.Menu*

1.1 MainMenu

1.2 Options

1.3 StartGame

1.4 Team

1.5 Credits

***2.Item***

2.1 Consumable

2.1.1 Potion

2.1.1.1 HealthPotion

2.1.1.2 ManaPotion

***2.2 Weapon***

2.2.1 RogueWeapon

2.2.2 WizardWeapon

***2.3 Armor***

2.3.1 RogueArmor

2.3.2 WizardArmor

***2.4 Trinket***

***2.5 Gold***

***3. Stat***

3.1 Health

3.2 Mana

***4. Charater***

4.1 NPC

4.1.1 Monster

4.1.2 ShopKeeper

4.2 Hero

4.2.1 Wizard

4.2.2 Rogue

***5. Board***

***6. BoardFactory***

***7. BoardPositionable***

***8. BoardTest(static)***

***9. ConsoleHelpers(static)***

***10.ConsoleInputProvider***

***11.ConsoleRenderer(static)***

***12.GameMain***

***13.GlobalConstants***

***14.GlobalMenuOptions***

***15.HeroMovement***

***16.InvalidPositionRangeException***

***17. Level***

***18. MonsterFactory***

***19. MonsterMovement***

***20. RogueEngine***

***20. Validator***

**At least 3 abstract classes (with inheritors)** - Item, Item->(Consumable, Weapon, Armor) and Menu, Stat, Character, NPC, Hero

**At least 1 custom exception class (with usage in your code)** - InvalidPositionRangeException

**At least 3 levels of depth in inheritance -** (1) HealthPotion inherits Potion, (2) Potion inherits Consumable and (3) Consumable Inherits Item.

**At least 1 polymorphism usage -** We have some !

**At least 1 structure -** Move, Position

**At least 1 enumeration -** Color, Image, ShopKeeperOptions

**At least 1 event (with subscribers) -** We have that too !

**At least 1 design pattern -** Singleton

## Git repository at GitHub - <https://github.com/WatermelonTeam/RogueClone>