CS-355 Project 4 Documentation

Members: Gavin Hopper, Zach Handel, Zack West

Data Structures and Algorithms

Dr. Daniel Ray

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## Description

The goal of this project is to implement personalized functionality into Dr. Daniel Ray’s Interactive Fiction Game Engine. We are tasked with adding 3 new features by the due date of November 8th, 2022. The new features will be added onto the most updated version of the IF engine (project 3).

## Timeline

October 12, 2022: This is when Gavin Hopper, Zach Handel, and Zach West decided they wanted to work together on this project.

October 17, 2022: The group agreed that Zach Handel would fix any issues that they did not finish from the previous project. They would then use the program that he fixed as a starting point for this project.

October 18, 2022: This is when the group members decided they want to add the following features: AI combat system, GUI, and a backpack storage system.

## Difficulties

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## Discoveries

## GUI System

## AI Combat System

Inside the IFD file, there will be a tag called <combat> and inside the tag there will be a number (1 or 0) indicating if it is a combat area or not. 1 is yes, 0 is no. Both basic and hpsp players will have the ability to enter combat. If the player defeats the enemy, they will be able to enter the area.

1. Allow the parser to read if it is a combat area or not
   1. If it is, trigger the combat() function.
   2. If not, do nothing

## Backpack System