

Implementation for MCO1:

Phase 1:

Features:

All EL1 Creatures (9 creatures)

Inventory System

Areas Functionality, but only including AREA 1

Text Based output simulation of the features

FLOW OF PROGRAM (PHASE 1) AT BOTTOM

PHASE 1 IMPLEMENTATION

Inventory System:

-This should show name, type, family, and EL(for phase 1 only EL1) per creature.

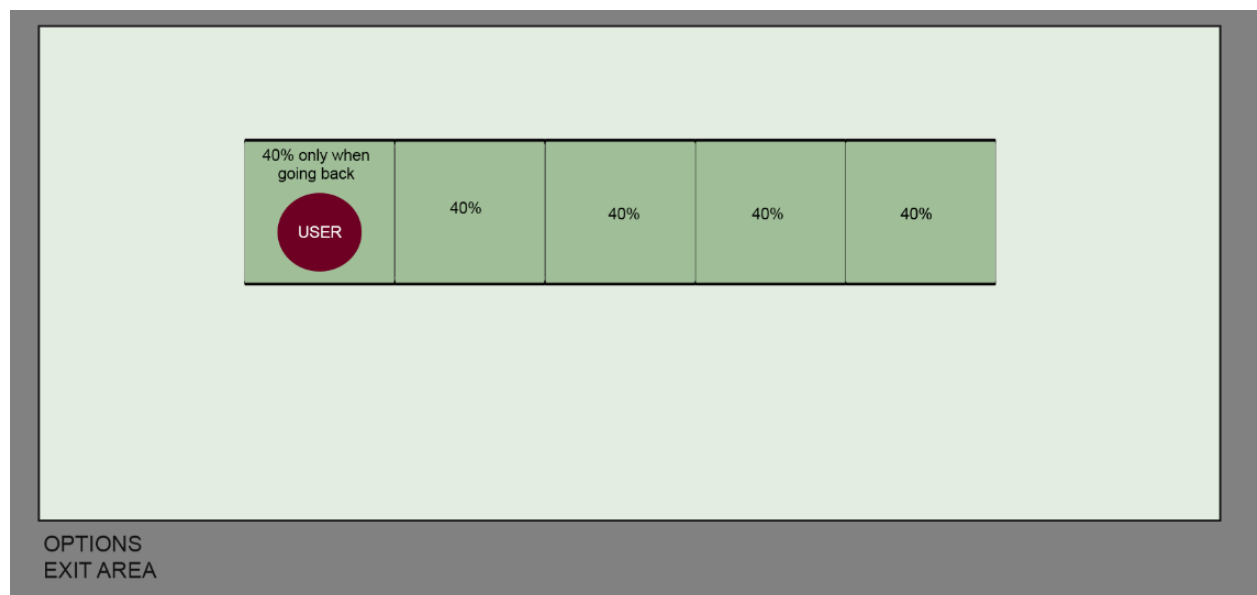
-The active creature, and an option to change the active creature

**only ONE active creature per user.

Area:

For Phase 1, only need a 5x1 Area. Meaning users can only move left or right. If up or down, present an error message as it is out of bounds. For each time user moves to a diff tile, **40% Chance to encounter a creature. User has option the go exit**

Concept of Menu (FOR PHASE 1 ONLY):



Battle Phase:

-The enemy CANNOT attack, only runs away after user exhausts their actions

>Meaning, User can only do three actions. **ATTACK**, **SWAP**, **CATCH**.

-Enemies have a starting health of 50.

ATTACK OPTION

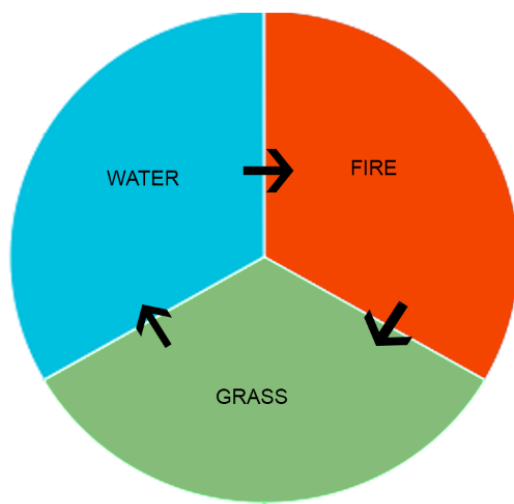
The **ATTACK** option deducts the enemy hp by this formula:

RAND(1, 10) * AC_EL	
RAND	A random value, inclusive of the given range.
AC_EL	The user's active creature EL.

This will also be affected by the creature type vs enemy type. It will be multiplied by 1.5.
FIRE > GRASS, GRASS > WATER, WATER > FIRE.

This screen will show creature details, enemy hp and details, damage value(after attacking)

So $(\text{RAND}(1,10) * \text{AC_EL}) * 1.5$ //if type match



SWAP OPTION

-Swap option opens up the inventory, to change their active creature. This option is **NOT** allowed if the user only has 1 creature (their current one) in their inventory.

CATCH OPTION

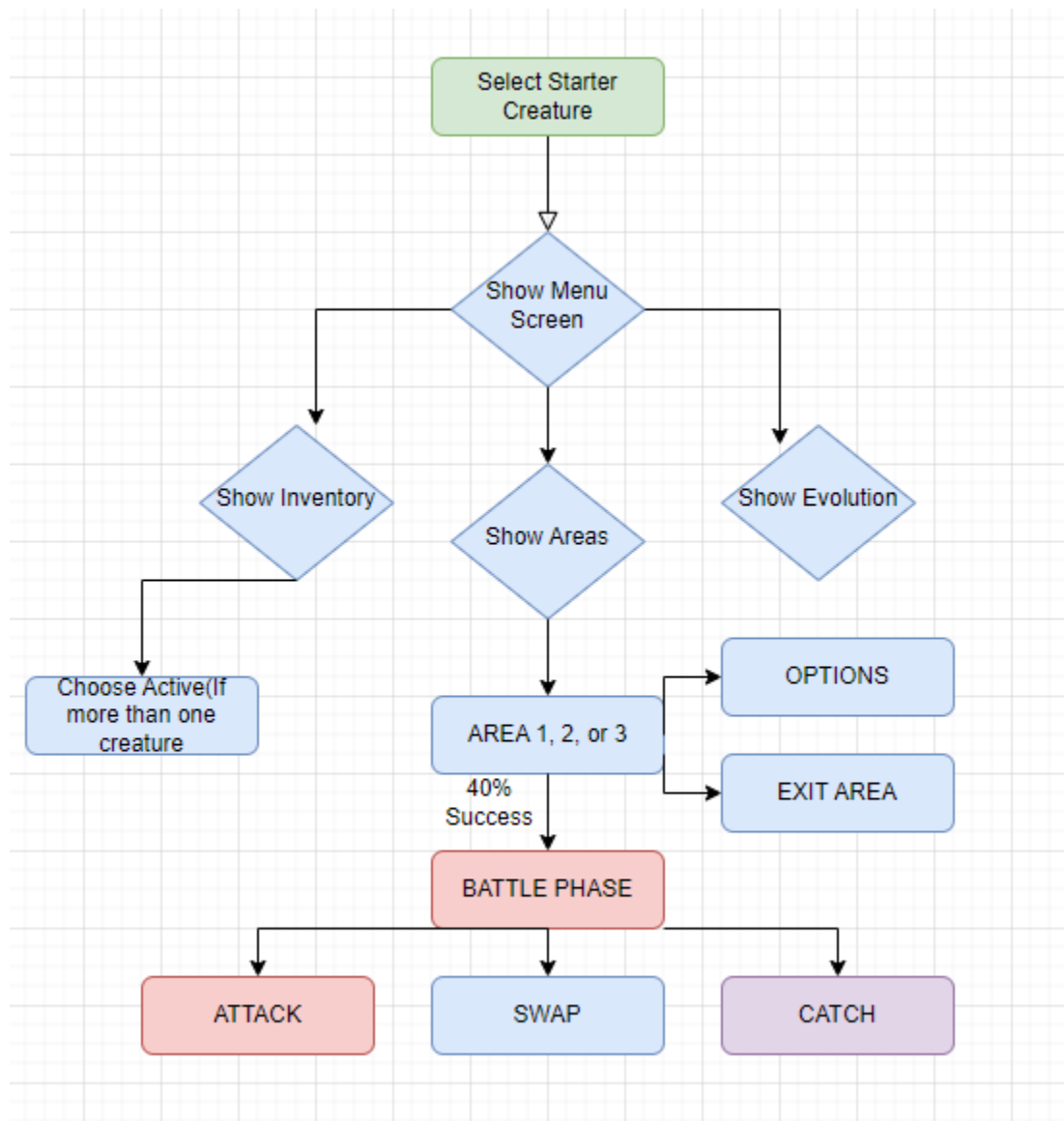
If catch is successful, add it to inventory, if not the user can still move **IF actions is less than 3.**

This screen will show creature details, enemy hp and details, catch result

Catch Formula:

$(40 + 50 - \text{EN_HP})\%$	
EN_HP	The Enemy's current health.

FLOWCHART OF PHASE 1 PROGRAM



GAME NAME : Battle of the foods omyg
GAME THEME REFERENCES : FAST FOOD

Elements:

Sandwiches(Fire)




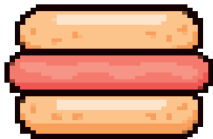
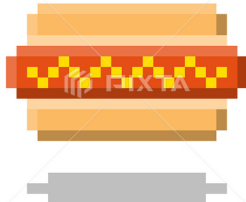

Families : Burger
Hotdog
Sandwich

Appetizers(Grass)

Families : Fries
ISCREAM
Apple pie

Rice Meals(Water)

Families : Chicken meal
Burger Steak meal
CHOWKING FRIED RICE

Type	Evolution Level		
	1	2	3
A - Burgir			
B - HOTDOG SANDWICH			
C - CHICKEN SANDWHIDC			
D - FIRES			
E - ICESRCRAEM			
F - PITCHMAGNO			

PY			
G - IAN			
H - BURGERSTAKE			
I -			