Monster Eyes Write Up

Andrew Weller

The game

Player linearly progresses through 10 "zones"

In each zone (represented as towns to the player) they can go on quests by interacting with people in different buildings

Quests will put the player in a dungeon, where they will fight monsters, fighting monsters gives the player xp

Completing quests gives the player gold and XP

When they get to the next level, they go to the next zone until they reach the final zone

General structure

Game class contains list of zones and the Player object

Game calls zone.interact(Player);

Zone calls Room.interact(Player);

Room.interact(Player) if the room is in the town, the room will send the player to a dungeon.

While a player is in a dungeon, Zone.Interact(Player) Calls Dungeon.Interact(Player) which calls Room.interact(Player) which will be a fight with a monster inside of the dungeon

When Player finishes the dungeon, sends it back to zone.

The player can keep going into buildings in the town or can go to the next zone if they are high enough level

(→: leads player to)

Zone

back

Quests

Q	Q	Q	Q	Q

send to dungeon

next zone

Dungeons

1	2	7	4	5

fight rooms

1	2	3	4	5	6