Alex Chen, CSC-201

Lab05

Report05

The objective of his assignment is to make a simple computer terminal game that generates random levels/floors with the playstyle of an RPG game. Covering the topics of developing Custom Classes and creating objects for these classes.

Major functions and classes used in the assignment would be the Custom Classes and the initialization functions.

Class - Treasure, Gold, Food, Weapon, Armor, Character

Treasure Class – this class represents the general base of the all the other item classes with the name, description, and value of those items.

Gold Class – the class used to represent the currency for the game which is used to buy goods for the player.

Food Class – The player survives off the food that would be found from the map/stage giving it a nutritional value where the higher it is the better the quality and amount it will heal for the player.

Weapon Class – This class has sub classes within it, this is the general outline like the treasure class for the sub classes with the name, damage, description, and value of the item.

Sword Class – the subclass for the weapon class.

Armor Class – also the same as weapon and treasure class, the mother class for the armor sub classes giving the defense level, name, description, and value of the item.

Hauberk Class – the subclass for armor class.

Character Class – the mother class for the subclasses of Player and enemy, this class represents the name, health, amount of damage both party does, and amount of gold the player would have.

Player Class – the subclass where the human/user would be playing as throughout the game.

Enemy Class – the subclass where the AI controls that would encounter the player randomly.

Goblin and Ogre Class – the subclass of the Enemy class, they are the AI characters/monsters for the game giving it the aesthetic features for the enemies.

How the program works is, the player starts off empty handed and you play through the game from the random generated map from the program and proceed through the levels to attain different equipment or currency to buy goods. While exploring the level/stage the player has a chance to encounter enemies and if they were to be defeated, the player has the chance to level up from experience gain. (If I finished).

I had a hard time trying to find a way to create the world/stage and having it randomly generate each time. Implementing the items and monsters spawning in different location of the map. As well as giving the commands to what the player should do when moving or encounter an item. There were many problems with the program major reason being it is not finish.