

OOP Mini-Project Requirements

Project Title: A Second Chance – Turned-Based RPG

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Project Aims

- Create a turn-based RPG game that includes PvE(Player versus Entity) battle.
- Game window has multiple interactable panels which allows player to Attack a Mob, Pick Up a Loot, Equip or Consume an Item, and finally Proceed to the next Location.
- Mobs have random ATK value upon generation. Some mobs have a random selection of names.
- Player has a chance to deal a Strong Hit (1.25X Damage) or Critical Hit (1.5X Damage) depending on the Player's current Sanity value.
- Game progress is saved upon exiting the Main Menu.
- Any saved Game will be loaded and can be launched via the "LOAD" button in the Main Menu.
- The "OPTIONS" button opens an Option Menu which allows Player to pick a Difficulty. Each Difficulty level initializes the Player with slightly different ATK and DEF value at the start of a new Game.

GitHub Repository Link: <https://github.com/mtu-adhl/JavaOOPMiniProject-MTU.git>

VOPC Diagram

