

Monster / Mob class



mini boss → medium boss → Mega boss

mb1

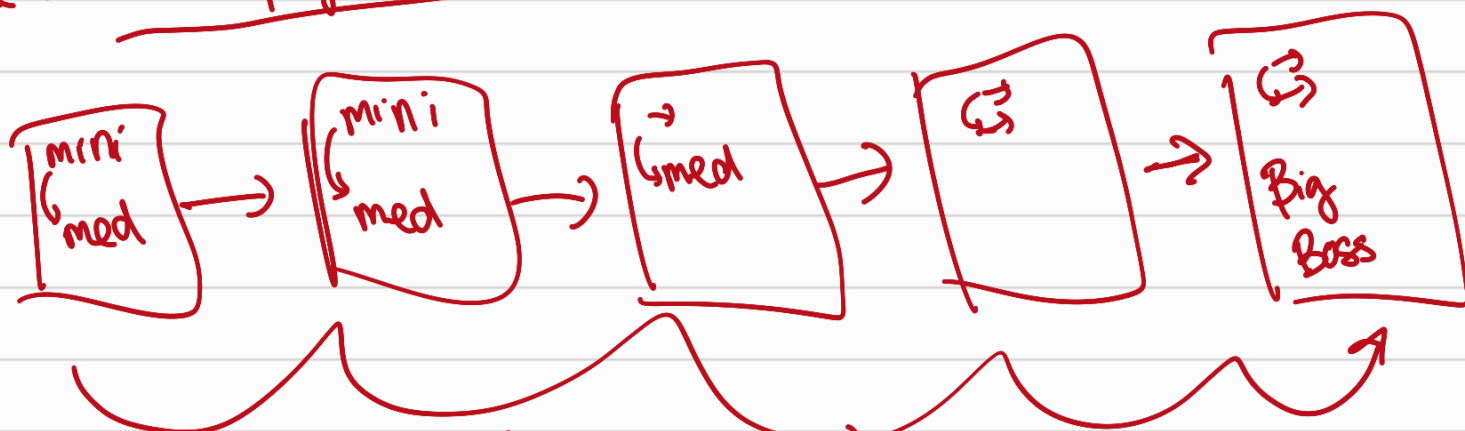
mb2 ...

...

...

f1 →

progressively harder bc there's more bosses/bosses get more health



- collect rupies (in-game currency)
& take to "store" for buying health & tools.

Death 1 $\xrightarrow{+2}$ 21 $\xleftarrow{5}$ Full power

curr-item
curr-level
& curr-checkpoint lives

Player (username: str, inventory: Dict {"name": count, ...}, health: int, wealth: int)

↳ f1 -- left, right, up, down

↳ f2 -- select_item -- use_item

↳ f3 -- get_attacked (lose health) -- gain_health

↳ f4 -- die_and_begone → respawn at the last checkpoint

Constructor(name)

name = name

↳ all other values set to starting.

* tunnel between levels 1 → 2
= level 1.5.

Player Functions

(x,y) location

```
dir = {"left": (-1, 0), "right": (1, 0), "up": (0, -1), "down": (0, 1)}
```

```
def move(direction: str):  
    x += dir[direction][0]  
    y += dir[direction][1]  
}
```

```
def select_item(item: str):  
    p1.curr_item = item  
    ↑ get attribute func  
}
```

```
def use_item():
```

ex. if curr_item == sword:
- change player's bounds

```
def get_attacked(damage: int):  
    p1.health -= damage  
}
```

```
def get_healed(healing: int):  
    p1.health += healing  
}
```

```
def die_and_begone():  
    p1.lives -= 1  
    if p1.lives == 0:  
        game_over()  
    else:  
        respawn()
```

Items:

- sword is permanent (from beginning)
- also bow is given but arrows are collected / "bought"
- bombs/grenades (starts w/ few / buy more) → good for mass destruction
- boomerang → hit multiple enemies in few seconds (also perm.)
- shield → you move slower BUT it also protects you from projectiles

Parallels:

- sword → cricket bat
- XL paintball
- boomerang chakra
- pizza (TBD), dosa, the wheel in the Indian flag
- projectile idlis / slingshot

Item class

- ↳ Weapon extends Item
 - ↳ sword ext. Weapon.
- ↳ Money extends Item
- ↳ Healing extends Item

Room class

- ↳ Dungeon extends Room
- ↳ Overworld extends Room
 - ↳ Biomes extends Overworld
- ↳ Shop extends Room

Player class

* could possibly be extended to other player options w/ diff. # of lives, health, damage.

Mob class

- ↳ Mega-boss
- ↳ Medium boss
- ↳ Mini Boss