TODO:

Features

Create walls algorithm

Create goblin algorithm

UI/UX

Fix inventory system

Fix key bindings

Create help

Add comments to code

Fix cheat

Add m\_levels

Code Quality

Clean up code

Create constants for constants

Clean up includes

Clean up data structures

// Manages start, stop game

Game

Methods

play // starts game

quit // quit game

getCommand // gets keyboard input

evaluateCommand // figures out what to do

moveMonsters // makes Monsters move

displayGame // displays dungeon, player stats, etc.

win // what happens when game wins

lose // what happens when player dies

Variables

// Displays dungeon

Dungeon

Methods

Public

displayLevel // displays dungeon

createLevel // creates level

updateLevel // updates positions on level

Private

generateMonsters // generates Monsters

generateItems // generates Item

Variables

level // 0-4

maze // 18 x 70

Object

Method

isActor

getPosition

setPosition

getSymbol

Variables

Position

Symbol

Actor : Object

Methods

isAsleep

displayAction // prints out action

move // moves player in a direction

attack // attacks monster

isAttackSuccess // determines if attack is successful

calculateDamage // calculates damage

doNothing // waits one turn

loseHP // get hit and lose HP

die

regainHP // regains HP per move

Variables

Hit points

Weapon

Armor

Strength

Dexterity

SleepTime

// Takes commands, holds inventory, etc.

Player : Actor

Methods

pickup // picks up object

readScroll // read scroll

wield // wields weapon

checkInventory // opens inventory

takeStairs // descend deeper into dungeon on stairs

cheat // sets player’s characteristics to make defeating monsters easy

displayStats // displays stats

displayMove // displays last move

Variables

Inventory // list of objects

Monster : Actor

Methods

dropItem

Variables

Bogeyman : Monster

Dragon : Monster

Goblin : Monster

Snakewoman : Monster

GameObject : Object

Method

pickup

Variables

Weapon : GameObject

Methods

Variables

Type

MagicAxe : Weapon

Mace : Weapon

ShortSword : Weapon

LongSword : Weapon

Name

ActionString

DexterityBonus

MagicFang : Weapon

Methods

sleep // tries to put actor to sleep

Scroll

Methods

isActor // false

use // uses scroll

read // reads scroll

Variables

Type

TeleportationScroll : Scroll

ArmorScroll : Scroll

StrengthScroll : Scroll

HealthScroll : Scroll

DexterityScroll : Scroll

Name