

PPJ RPG game

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1 Ex 1

Create an Item class. Item class should have determined use. Depending on use item can: 1. Increase HP in Character 2. Increase Mana in Character 3. Increase Stamina in Character

2 Ex 2

Create a class Character which will store characters attributes: Stamina, Mana, HP. Character class should have methods for:

1. Attacking other Character (either physically or with magic)
2. Determining if the character is Ally or not (by either a field or something else, it is up to you)
3. Calling an ally to help(if there is one)
4. Using an Item.

Every Character also has at least one Item stored in the object. After defeat character transfers their items to the character which defeated them. Every physical attack decreases Stamina by 1, every Magical Attack decreases mana by 1.

3 Ex 3

(Inheritance) Create class Monster, which stores the same attributes as Character and one additional: EXPtoGive.

4 Ex 4

Create a simple game. First the user can determine what attributes their Character can have (user has 15 points to give between all attributes).

Then create an array of Characters and Monsters this Character will encounter. If the encountered creature is a foe - user may choose to attack it.

If the encountered creature is an ally, user can later on call upon it for help.

Users objective is to defeat every foe. The game is lost if the users Character will be defeated.

If the users character gathers more than 5 EXP points from defeated foes, the Character can increase their chosen attribute by 5.

Attention!

All not defined functions are up to the programmers interpretation. All classes can have more fields than listed above!