2nd year 1st Semester

Computer Programming 3-Finals

Laboratory Activity 01

CS302

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Game Genre: Pirate Adventure Game

Character Statistics

1. Health: Determines the pirate’s health capacity and stamina. Base value = 50.
2. Strength: Determines the pirate’s physical powers. Base value = 50.
3. Agility: Determines the pirate’s speed, dexterity, flexibility, and reflexes. Base value = 50.
4. Intelligence: Determines the pirate’s tactical knowledge and mystical powers. Base value = 50.
5. Charisma: Determines the pirate’s capabilities to lead, charm, and persuade people. Base value = 50.

22 Pirate Character Creation System Features

The system will contain 5 character information and 17 character traits.

Character Information

1. Name:
   * String information holding the name of the pirate character.
   * Must only contain letters and numbers; special characters are not allowed.
   * Must be unique; no other player must have used the name.
   * Maximum of 15 characters.
2. Moon Cycles: String information describing the character’s age.
   1. New moon: A young new pirate, a beginner sailor filled with potential and thirst to learn more.
      1. Boost points: Agility +10.
   2. Waxing Sailor: A prime pirate, one that has gained enough knowledge to traverse the open seas and dive into the deeper challenges of piracy.
      1. Boost points: Strength +10.
   3. Full Tide: A pirate in their peak era, one that has garnered sufficient experience, radiating immense command and authority over their crew.
      1. Boost points: Health +10.
   4. Waning Shadow: A renowned pirate, respected not just by their crew but also by other pirate crews.
      1. Boost points: Charisma +10.
   5. Eclipsed Wander: A legendary pirate, tested by all the great waves, having vast knowledge and experience of the seas.
      1. Boost points: Intelligence +10.
3. Form: String information holding the character’s overall physique
   1. Pixie: Small and extremely agile
      1. Boost points: Agility +20
      2. Debuff points: Strength -20
   2. Scout: Lean and quick
      1. Boost points: Agility +10
      2. Debuff points: Strength -10
   3. General: Steady and average
      1. Boost points: Agility +0
      2. Debuff points: Strength -0
   4. Goliath: Gigantic and imposing
      1. Boost points: Strength +10
      2. Debuff points: Agility -10
   5. Colossus: Monumental and powerful
      1. Boost points: Strength -20
      2. Debuff points: Agility -20
4. Pirate Code: Boolean value holding whether the character follows the Pirate Code or not. Each alliance can share resources between its members.
   1. True: Can only form alliances with other pirates who follow the Pirate Code.
   2. False: Can only form alliances with other pirates who do not follow the Pirate Code.
5. Lucky Roll: Integer value which determines the additional boost a character can receive for a chosen statistic. The character can choose from 1 to 5, and then the result from the last roll will be used. Results range from 1 to 20.
   1. 1: Generate a random number once.
   2. 2: Generate a random number twice.
   3. 3: Generate a random number three times.
   4. 4: Generate a random number four times.
   5. 5: Generate a random number five times.

Character Traits

1. Physical trademark: A distinct physical characteristic that the character will have.
   1. Missing an eye
   2. Missing a leg
   3. Missing an arm
   4. Tattooed Face
   5. Golden teeth
2. Skin tone: Sets the skin color of the game character.
   1. Pale
   2. Tanned
   3. Dark
   4. White
   5. Light brown
3. Hair Style: Sets the hair styling of the game character.
   1. Long
   2. Short
   3. Braided
   4. Dreadlocks
   5. Bald
4. Facial Hair: Sets the facial hair of the game character.
   1. Beard
   2. Mustache
   3. Goatee
   4. Combined beard and mustache
   5. No facial hair
5. Main weapon: Main weapon to be used by the character.
   1. Bow and Arrow: Long-ranged weapon; deals damage from a distance.
      * 1. Boost: Agility +15, Intelligence +10
   2. Harpoon: Melee weapon; used for grappling and dealing damage
      * 1. Boost: Strength +20, Agility +10
   3. Gun: Ranged weapon; used for powerful and distant damage
      * 1. Boost: Strength +30, Agility +10
   4. Sword: Melee weapon; used for close-range combat
      * 1. Boost: Strength +20, Agility +10
   5. Dagger: Melee weapon; used for quick attacks and stealth
      * 1. Boost: Agility +25, Charisma +5
6. Secondary skill: Magical skill used by the character
   1. Necromancy: Pirate with the skill to resurrect the dead
      * 1. Boost: Intelligence +30, Charisma +10
   2. Blood magic: Pirates with blood magic can control people to either heal or harm them using their blood
      * 1. Boost: Strength +15, Intelligence +25
   3. Transmutation: Pirates with this skill can transform various objects into other things.
      * 1. Boost: Intelligence +30, Agility +10
   4. Alchemy: These are pirates that are gifted with the knowledge of potion and luck
      * 1. Boost: Intelligence +25, Luck +10
   5. Teleportation: These are pirates who are given the ability to teleport to various locations.
      * 1. Boost: Agility +20, Intelligence +15
7. Nature skill: Nature-related skill of the character
   1. Lightning Manipulation: Provides an ability to control lighting
      * 1. Boost: Intelligence +20, Agility +10
   2. Sea Control: Provides the pirate control over the sea and its waters
      * 1. Boost: Strength +25, Intelligence +15
   3. Wind Redirection: Enables the pirate to redirect wind
      * 1. Boost: Agility +25, Intelligence +10
   4. Animal Summoning: Allows the pirate to summon any animal
      * 1. Boost: Charisma +20, Agility +10
   5. Stormcalling: Gives a pirate the ability to create storms
      * 1. Boost: Strength +20, Intelligence +15
8. Additional Skills: Additional skills to aid the character
   1. Sailing: Skill to navigate and control ships
      * 1. Boost: Agility +10
   2. Lockpicking: Skills to open locked chests or doors
      * 1. Boost: Intelligence +10
   3. Alchemy: Skills to create potions
      * 1. Boost: Health +15
   4. Cartography: Skills to access and read maps
      * 1. Boost: Charisma +15
   5. Underwater combat: Skill to fight underwater
      * 1. Boost: Strength +15
9. Base clothing: Type of clothing material used by the character
   1. Linen
   2. Canvas
   3. Cotton
   4. Wool
   5. Leather
10. Accessories: Accessories worn by the character.
    1. Belt
    2. Necklace
    3. Bracelets
    4. Rings
    5. Earrings
11. Pirate origin: Sets where the character originated.
    1. North Sea: Character from the seas of Legendary Mistheim and the icy shores of Skadi’s islands.
       * 1. Boost: Strength +25
    2. South Sea: Characters from the seas surrounding the southern Island of Eristia and the Ancient Ruins of the Sunken Kingdom.
       * 1. Boost: Agility +25
    3. East Sea: Characters from the seas surrounding the Floating Island of Skull Realm
       * 1. Boost: Intelligence +25
    4. West Sea: Characters from the seas surrounding the Mystical Island of Siren’s Song near the legendary city of Atlantis
       * 1. Boost: Charisma +25
    5. Mid Sea: Characters from the storm-ridden isles of the Temptes and the Frozen Icefjord
       * 1. Boost: Health +25
12. Ship Type: Sets the type of ship used by the character.
    1. Galleon: Ideal for long voyages and naval battles.
       * 1. Boost: Strength +25
    2. Frigate: Fast, maneuverable warship, ideal for trading and scouting.
       * 1. Boost: Intelligence +10
    3. Sloop: Ship ideal for stealth and quick attacks.
       * 1. Boost: Agility +25
    4. Xebec: Fast, maneuverable ship, ideal for piracy and trade.
       * 1. Boost: Charisma +15
    5. Brigantine: Versatile ship, combining speed and firepower.
       * 1. Boost: Strength +15
13. Ship Size: Sets the size of the ship used by the character.
    1. Beginner: Tiny, easy to handle ship, suitable for new players.
       * 1. Boost: Agility: +5%, Strength: +1%
    2. Small: Small, maneuverable ship, ideal for quick attacks and escape
       * 1. Boost: Agility: +4%, Strength: +2%
    3. Medium: Balanced ship, offering a good mix of speed, firepower, and cargo capacity.
       * 1. Boost: Agility: +3%, Strength: +3%
    4. Large: Powerful, heavily armed ship, ideal for naval battles and exploration.
       * 1. Boost: Agility: +2%, Strength: +4%
    5. Gigantic: Massive, heavily armored ship, ideal for dominating the seas.
       * 1. Boost: Agility: +1%, Strength: +5%
14. Pet: Sets the accompanying pet of the character.
    1. Parrot: Colorful bird, good talker, helps with scouting.
       * 1. Boost: Charisma +2%
    2. Crow: Intelligent bird good at finding treasure and scavenging.
       * 1. Boost: Intelligence +4%
    3. Shark: Fearsome predators, guards treasure, and attacks enemies.
       * 1. Boost: Strength +3%
    4. Monkey: Agile climber, good at stealing and distracting enemies
       * 1. Boost: Agility +5%
    5. Dog: Loyal companion, good at tracking and guarding.
       * 1. Boost: Health +3%
15. Crew: Sets the type of crew that the character has.
    1. Gunners: Skilled in using firearms, ideal for naval battles.
       1. Boost: Strength +30
    2. Swordsmen: Skilled in using swords, ideal for close-quarters combats.
       1. Boost: Agility +30
    3. Rogues: Skilled in stealth and trickery, ideal for infiltration and sabotage.
       1. Boost: Intelligence +30
    4. Navigators: Skilled in navigating the seas, ideal for exploration and trade.
       1. Boost: Charisma +30
    5. Shipwrights: Skilled in building and repairing ships, ideal for maintaining the fleet.
       1. Boost: Intelligence+30
16. Trigger: Once matched by the attacker, the character suffers twice from the trigger’s effects.
    1. Night blindness: The character suffers reduced visibility in lowlight conditions.
       * 1. Debuff: Agility -5%
    2. Cursed Weapon: A powerful weapon with a negative side effect.
       * 1. Debuff: Health -5%
    3. Weakened: The character suffers reduced physical and mental abilities.
       * 1. Debuff: Strength -5%
    4. Poisoned: The characters suffer from a harmful toxin.
       * 1. Debuff: Intelligence -5%
    5. Bad luck: The character suffers from misfortune and poor luck.
       * 1. Debuff: Charisma -5%
17. Debuff: Owned by the character.
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-serrlorenz