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AP Comp Science

Semester 2 Project Proposal

For the semester 2 project, I plan to improve upon my Dungeon Adventure game from the first project. I didn’t manage to get the battle system working as I had hoped when I presented it. I also didn’t have all the features I wanted like a side screen/panel that listed all your stats. Another thing was that I only had 5 different monsters, and they weren’t very balanced with how strong or weak the hero would be.

Some other things I may add if I have the time or ability:

* potions
* \*game over/restart option
* (simple) battle animation for attacks and/or spells
* status panel w/ ongoing messages being printed out (instead of System.out.println() )
* equipment panel (view equipment)
* more attack moves for the heroes
* \*balancing
* \*working battle system
* \*stats Panels
* \*more monsters

\*feature is a high priority or has already been added since my presentation

