RPG Group Project

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Project Proposal

Multiplayer turn based RPG using C++, JavaScript, and PHP.

Description:

The RPG will be an open ended map based game with unlimited levels. Each level will be an 8x8 grid. Players will start a level placed in a random grid location. Levels will be considered completed when the player is able to gain 8 capture flags. Capture flags are raised when a player is able to claim ownership of 8 citadel squares. Players move from square to square looking for citadel squares and fighting monsters and other players they encounter as they move around the grid.

Objects/classes required:

Item

Private data members

Slot/type

effects

Requirements

Restrictions

Item name

Uses/charges (negative number means unlimited)

Player

Private data members

Contains the player data…

Health

Mana

Stats

Inventory

Equipment

Left-hand weapon

Right-hand weapon

head

chest

legs

Methods

Setters, getters

Equip method to wear inventory items

Sub-method – check to see if item is equip-able

Check stats requirements

Check character data to see if can wear

If equip-able then wear item, else return error

Sub-method -

Check to see if same item type already being worn

If true then unequip slot

Execute wear-equipment function

Level

Level data generated when player first enters a level. Level data is unique for each player.

Randomly assign data for each room.