

Final Project Report

Project Title: Yennefer: A Magic Duel in the Witcher Universe

Course: Basic Programming 2

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1. Project Objective

This project is a text-based battle game inspired by the Witcher universe. The player selects a character from six unique subclasses and attempts to defeat an enemy using strategic spellcasting. The game integrates elements such as decision-making, timing, and resource management to deliver an engaging experience.

2. Technologies Used

- Programming Language: Python 3.x
- Libraries: time, random
- Code Structure: Modular Python files

3. Game Mechanics

- Character Selection: Players can choose from six subclasses: Geralt, Yennefer, Golem, etc.
- Mount System: Each character has unique mounts; the player selects one at the start.
- Spell System: Every character has distinct spells with specific mana costs and cooldown periods.
- Meditation Mechanic: Players can meditate to restore mana if they skip a spell.
- Timed Turns: Each turn has a 30-second limit for decision-making.
- Game Duration Tracking: The game reports total play time at the end.

4. File Structure

- main.py - Main game logic and player interaction

- character.py - Character definitions and combat mechanics
- spell.py - Spell definitions and effects
- mounts.py - Mount options per subclass
- exception.py - Error handling and custom warnings

5. Highlighted Features

- Thematic Consistency: Strong adherence to the Witcher universe through characters, mechanics, and narrative.
- Modular Design: Organized and maintainable code structure, easy to expand.
- Resource and Time Management: Players must manage mana, cooldowns, and meditation wisely.
- User-Friendly Interface: Clear instructions and responsive feedback enhance the experience.
- Game Duration Display: Tracks and displays total playtime at the end of the game.
- Real-Time Battle System: Decision-making under time pressure affects gameplay outcomes.

6. Conclusion

Yennefer: A Magic Duel in the Witcher Universe is a Python-based text game that successfully blends fantasy, strategy, and real-time mechanics. It offers an immersive experience for players and serves as a meaningful software development exercise for the developer.