MAGICLASH

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Project Synopsis:

You play as a wizard of a class of your choosing and climb up the evil wizard’s tower with the intent of beating the evil wizard at the top. There will be 3 available classes to choose from, and the player will progress up the 10 floors of the tower until ultimately fighting the evil wizard. Out of combat will be handled like a text based adventure, but in combat there will be a GUI that pops up that the user can interact with to fight the enemy. There will also be a GUI that pops up when the user looks at the map.

Goals: Create a text based rpg game, with GUI enemy encounters.

Libraries Used: Pygame

Expected Results:

1. The game with mainly run as a texted based role playing game, that has interactive elements, like a map that shows where you are in the world when used.
2. Graphical user interface for enemy encounters and battles. This will be the main game mechanic and will serve to be the main focus of development.
3. Better understanding of how external python libraries work, more specifically the intrinsic possibilities that pygame has in creating GUIs.
4. MAKE A FUNCTIONAL GAME.

Goals of the Project:

1. Learn OOP in depth.
2. Create GUI’s that function as intended
3. Figure out how to work between being able to switch between a gui and regular console code

Separation of Work:

Raymond- Combat Conception, Character class code, 3 floors out of combat text code, Out of combat Sound/Music

Colt- Character/Mob Sprites, Combat GUI, 3 floors out of combat text code, combat Sound/Music

Chris- Map design, Map GUI, 3 floors out of combat text code, Menu Music/Sound

All- Final Boss floor design, easter eggs

This is subject to change, and we will probably help and tweak what each other have as the project progresses