

Lab 10:

RPG Character Creation and Comparison



Objectives:

- To learn about classes
- To learn about methods
- To practice game design
- To practice file I/O

Which Character will you chose?

This lab is a precursor for next weeks lab. You are to create a text-based role-playing game (rpg) tool in python to compare and create rpg characters. Your class needs to have attributes for health points, a name, and a weapon damage value. Health points and damage must be integers. The character's name should not have a comma. You are to get character data by reading from a text file. You need to allow the user to create a character and write the character data to a text file.

Program Requirements:

- Use the correct comment block.
- Use a good code layout, good use of whitespace, and functions
- Comment your code
- Uses a class to create character
- Allow the user to create characters and store this data in a text file

Sample Execution:

1. Compare 2 characters
2. Create a new character
3. Quit

What would you like to do: *1*
Pick 2 characters to compare.

1. Tyler the Mage
2. Ben the Archer
3. Mrs. Henderson the Warlock
4. Mr. Anderson the Warrior
5. Josh the Monk

Character 1: *3*

Character 2: *4*

Mr. Anderson the Warrior has 10 more health than Mrs. Henderson the Warlock
Mrs. Henderson the Warlock has 1 more damage than Mr. Anderson the Warrior

1. Compare 2 characters
2. Create a new character
3. Quit

What would you like to do: *2*

Name: *Nate the Preist*

HP: *50*

Damage: *6*

Deliverables:

Lab Report sections required:

- Title Page
- Flowchart
- Sample Execution
- Analysis and Conclusions

Submit files and lab report according to TA instructions

Grading:

Task	Points
Report	30
Character comparison	40
Character creation	30