BRAINSTORMING

Idea: An adventure game with 2D graphics, named Crowned Voyage. There will be 3-5 levels, each with a different difficulty and enemy. The mob, once defeated, drops the currency of this game, Julles. In between levels, the protagonist can buy a health potion (coffee) that heals 20 HP and costs 20 Julles.

The storyline of this game is that the protagonist is attempting to find the legendary golden crown that his/her father has previously lost. He/she spends the journey fighting monsters and trying to find the crown. The final boss is found at the final level with 250 HP and the golden crown is on his head. When the protagonist wins, he may restart the game and play again.

Unfortunately, the game cannot be saved, so the user must restart every time they close the program.

During a battle, the protagonist has two options: attack and power attack. Attack has 25 HP, while power attack 50, however the user must wait 3 turns before initiating this type of attack. The power of the mob’s attack increases after each level, the first level being 5, 15 at the second level, and continually increases until the final level.

In terms of the programming concepts, if-else statement is planning to be used for the user’s choice between attack and power attack, and the choice to buy a health potion at the shop. For loops are being used to count the attack (with if-else statement within it) due to the three rounds wait for the power attack. In terms of while loops, it will be used for the user’s and mob’s HP during battle, and as long as it is not 0, the game continues. For modular programming, the functions will be separated (from tasks that are repetitive) with the actual program (majority of graphics). List is being used for the user’s inventory (health potions, balance, etc.). String is constantly used throughout the game. 2D graphics (in function) is used to depict the protagonist and the mob(s).

Majority of the functions are used for graphics, however import random is being used to generate the HP of the monsters, the attack damage of the mob and the attack damage of the main character.