Text RPG

CSE 111 – Fall 2020

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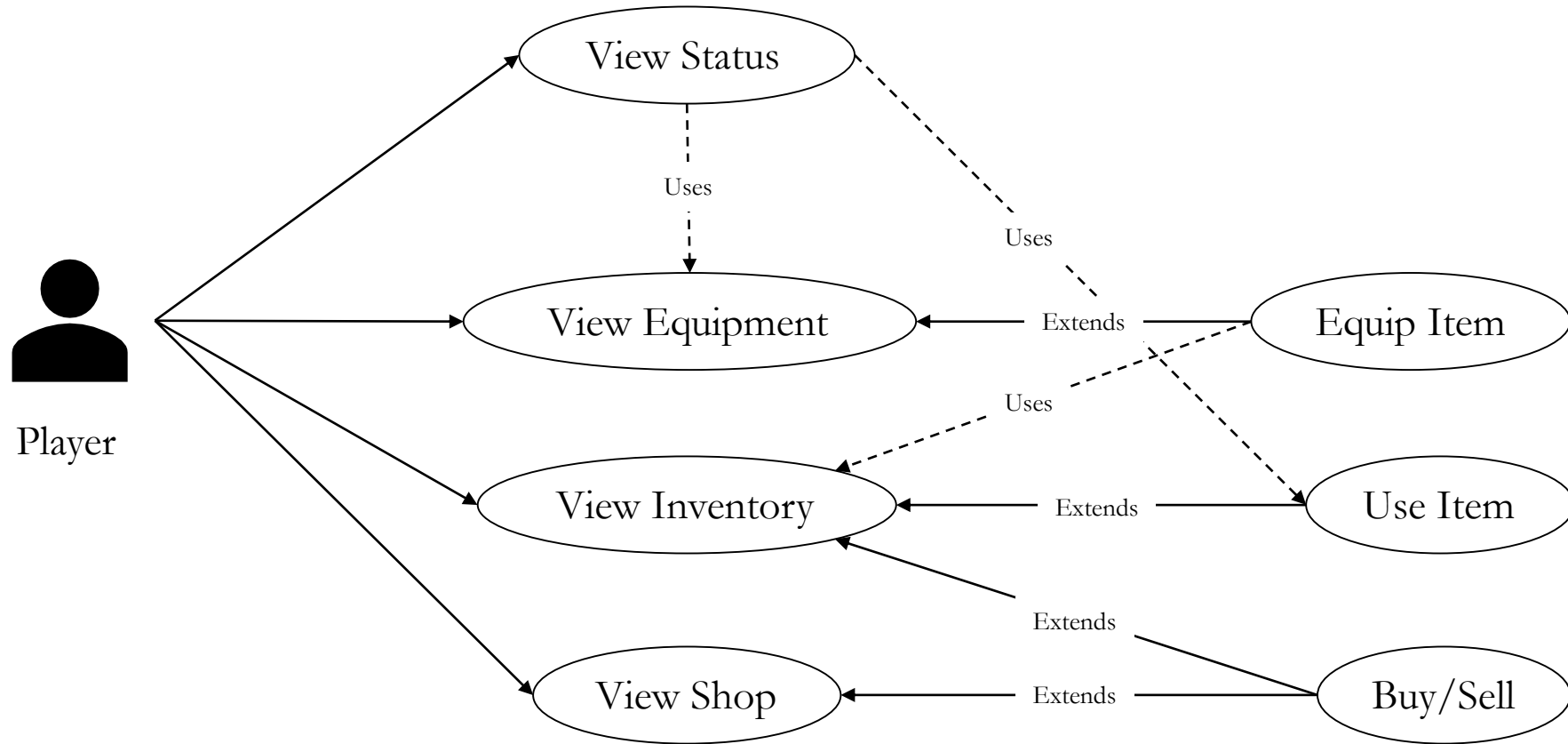
Description

A command line role-playing game written in C++ and SQLite.

Project repository:

https://github.com/cbaronia-ucm/CSE111_Project

Use Cases

Use Cases - Explanation

View Status	Displays the player's current status attributes
View Equipment	Displays the player's current equipment
View Inventory	Displays the player's item inventory
View Shop	Displays the shop's item inventory
Change Equipment	Player action to equip items
Use Item	Player action to use items
Buy/Sell	Player action to use shops

E/R Diagram
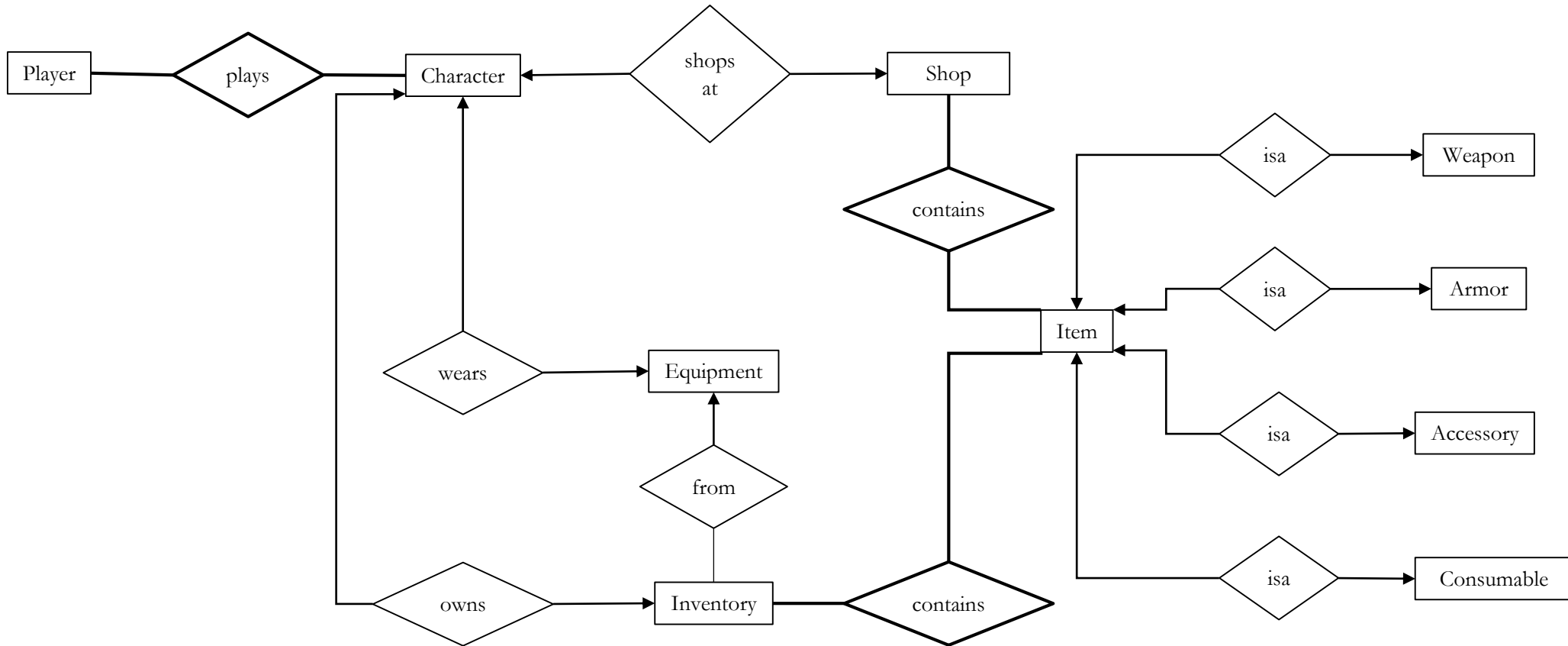
Schema

Player	**Username** (VARCHAR), FirstName (VARCHAR), LastName (VARCHAR), Password (VARCHAR)
PlaysChar	**Username** (VARCHAR), **CharName** (VARCHAR)
Character	**Name** (VARCHAR), Level (INT), Gold (INT), Class (VARCHAR), STR (INT), VIT (INT), HP (INT)
Equipment	**CharName** (VARCHAR), Weapon (INT), Armor (INT), Accessory (INT), Consumable (INT)
Inventory	**CharName** (VARCHAR), Size (INT), Layout (VARCHAR)
Contents	**CharName** (VARCHAR), **ItemID** (INT), Quantity (INT)
Items	**ID** (INT), Name (VARCHAR), Description (VARCHAR)
Weapon	**ID** (INT), ATK (INT), Type (VARCHAR)
Armor	**ID** (INT), DEF (INT), Type (VARCHAR)
Accessory	**ID** (INT), AffectedStat (VARCHAR), Value (INT), Type (VARCHAR)
Consumable	**ID** (INT), AffectedStat (VARCHAR), Value (INT), Type (VARCHAR)
Shop	**CharName** (VARCHAR), Size (INT), Description (VARCHAR)
ShopContents	**CharName** (VARCHAR), **ItemID** (INT), Quantity (INT), BuyPrice (INT), SellPrice (INT)