Daniyal's RPG Game User Guide

Where one man's bad luck all clumps up together and gives the worst of the worst, you the player has to solve all the man's problems within a month. **YOU** have one month to get out of 1 MILLION DOLLARS' worth of debt while still staying alive and pushing through the challenges put in front of you. Play through challenging scenarios, through a variety of jobs, multiple business options and more! Just to reach your final goal of paying off your debt. This game is quite challenging so don't get discouraged through skill and luck (mostly just luck) you can beat this game and free the man of his debts. So are you ready to risk it all for the money?

Upon playing the RPG Game you'll be greeted with an output asking if you've played before, after answering yes you'll be sent through to the menu, if you answer no, you'll be sent to a quick brief instructions page. Once you get into the menu, you'll be presented with seven of the following options: eat, sleep, drink, get a job, interact, work on business and shop. Each of these options leads further into a menu which provides you with even more options to choose from that will affect your game. You will be asked to write in response to each of the prompts that you are given, this will be defined as your "choice". As the player, you type in numbers or even the words that are being asked in the output which will ultimately lead you to a different prompt and to the end of the game. The eat, sleep and drink options are quite straightforward, you choose an option given to you below and type in the correlating number, the get a job option displays you with two more options, and one of them helps you search for a job to figure out what its wage it, the second one gets you the job and the pay. The intact option is my personal favourite, it puts you through funny, sad and very odd scenarios over which you have almost full control. The option displays multiple more options depending on the scenario, which also leads to different outcomes, but be careful as you may find a hidden side quest. The work on business options leads you to two more options of Real Estate and Convenience Store, both of these are very efficient when making your money back and both lead you into more options. The real estate option leads you to three different

options, the small house, the medium house as well as the large house. You can sell these houses for an upcharge or sit back and have the rent come into you weekly. The convenience store option allows you to buy a store which generates a profit of 5000$ every day (so you might want to look into that). Lastly, the shop. The shop sends you to a website called AmazingOn, where it displays items for you to purchase. There's a variety of bats to cars, spatulas to lotto tickets and more. Some items add an in-game advantage while others do not, so look out for the subtle item names called during the game. In order to purchase an item, you must spell out the name of it and then agree to the purchase.

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Welcome Daniyal this the menu, choose an option from below:
1. Food          2. Drink                    3. Sleep
4. Get A Job     5. Interact      6. Work on Business
7. Shop
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Daniyal's RPG Game Reflection

While completing my culminating project I ran into quite a few challenges that I was thinking would be very simple and easy to solve, unfortunately, I quickly learned that for those concepts I had to look deeper into my code and how to implement the required concept while still using the correct syntax. One of these issues was the use of searching in my code. This concept was needed as it was in the criteria of the code, however, I had not found a proper place to use it as the arrays needed were interfering with the rest of my code. I overcame this by creating a specific use in my program by rearranging the methods to create a job search that displays the wage of each job when searched for while keeping it user-friendly. A major success that I felt that I had during this project was how the flow of writing was coming to me as I recalled all the previous concepts and correctly implemented them to create my code. What I felt was a success because of this was my confidence which I got after seeing how from only a NetBeans generated main method I created over 1000k lines of functional code which can also provide some sort of entertainment. The only few things I had to search for while doing this project were if I could manipulate my ArrayList to fit a certain if statement, why my files weren't outputting anything (it was because I forgot to close them) as well as how to shut off my program with the use of system.exit. I do think that this would have been a lot easier while working in a group as the time restraint we would have had would have been a lot lower, something I struggled with was the amount of time I had to put into a singular class making it so I couldn't work on a second class, which would really have helped my project reach that next level if I had worked in a group. I don't think that any of the unit concepts were a problem with which I had to struggle over, as I had my previous assignments, notes as well as homework. Although before starting the project I was really afraid of files as I thought I had forgotten everything about them and that I wouldn't be able to use them effectively. I really learned the use of efficiency while writing my project as every time I saw my code I thought that there was a better way to do this as many of the lines were if statements. I did learn that the use of parameters and methods was the best way to write down your code to make it as efficient as possible. If I were to do this again I would choose to create an anime game with

one superclass and 3 subclasses. I thought of this two days before the deadline and thought about how cool it would be to implement the different characters and make my own twist to their stories and use their villains.. etc. While sometimes the I did start to pull my hair out during the coding process, in the end, I did feel that I learned a lot this semester and I am a little disappointed that time went so fast and that I'm nearing the end of Java, but nonetheless I am very glad I took this class and am looking forward to what comes in the future in terms of languages. I am hoping to buy a website domain very soon as well as learn HTML so I can display all my current and future java programs I have made so far.