Classes for Roguelike game

Game mechanics in general:

* Start a game
* Play game
* Die
* Your score is recorded in the highscores
* Start all over

Game class: (to do last)

Includes the Map, Player, everything needed to play the game

Will have the player creation in the beginning, and also show the stuff when you die.

Map class:

Generates a random map of a certain size.

Also need to have a “visibility map”

Also creates enemies on the map and treasure chests etc…

Have a function to create enemies on the map

Also a function to “open” the door to the next dungeon, which will have stronger enemies etc…

HighScores class: ()

If doesn’t exist creates a file for the scores

Need to be able to sort the scores to have top 5(10)

General task: write the score to a file and if necessary delete the lowest one(if there is already more than 10)

writeScore(string Name, int score); // write a score to a file

Status class:

By pressing a certain button an overlay will appear displaying your character’s stats and objects(items) equipped and their description

Enemy parent class:

Will include all the shared stats and info about the enemies, such as health, position, attack damage, armor … Etc

Will include their value

Player class:

Includes player’s stats

It’s name

It’s score

Items

Will have a draw(or display) function

Parent class Item:

Item’s name

What it does

Maybe the ability to use it?