

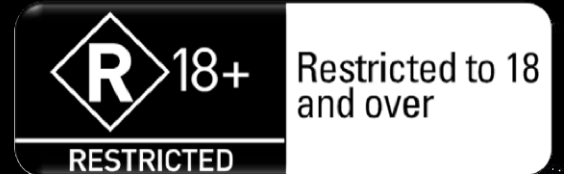
NINTENDA©
TIYANTIC®

UNDERGROUND QUEST

“THRILLING AND NAIL BITING GAME,
IT’S WORTH YOUR TIME”
-(OLD YORK TIMES)

“BEST GAME I’VE EVER PLAYED”
-(BILLS GATE)

DEVELOPED BY: FRANK (**THIEF**) OKIYA
JOSE ARNIEL (**ARCHER**) PAMA
DANIEL(**SWORDSMAN**) DALAOTA



RPGCHARACTER

-NAME:STRING

-HP:INT

+RPGCHARACTER(NAME:STRING, HP:INT)

+ATTACK():INT

+SETATTACKDAMAGE(CHOSENMOVE:INT):VOID

ISALIVE():BOOL

RANDINT(MIN:INT, MAX:INT):INT

TAKEDAMAGE(DAMAGE:INT):INT

GETNAME():STRING

SETNAME(NAME:STRING):VOID

GETHP():INT

SETHP(HP:INT):VOID

TOSTRING():STRING

MONSTER

-ATTACKDAMAGE:INT

+MONSTER(NAME:STRING, HP:INT, ATTACKDAMAGE:INT)

+ATTACK():INT

SETATTACKDAMAGE(CHOSENMOVE:INT)

HERO

-LEVEL:INT

-MOVESDAMAGE:INT[] = { 0, 2, 3, 5, 10 };

-NUMTIMESMOVESCANBEUSED:INT[] = { 0, 20, 15, 10, 1};

+HERO(NAME:STRING, HP:INT, LEVEL:INT)

+GETLEVEL():INT

+SETLEVEL(LEVEL:INT):VOID

+SETMOVEDAMAGEINCREASE(MOVEDAMAGEINCREASE:INT):VOID

+GETMOVEDAMAGE(CHOSENMOVE:INT):INT

+SETNUMTIMESMOVECANBEUSED(CHOSENMOVE:INT,
NUMOFTIMESTHISMOVECANBEUSEDNOW:INT):VOID

+GETNUMTIMESMOVECANBEUSED(CHOSENMOVE:INT

SWORDSMAN

-MOVE:INT

-ATTACKDAMAGE:INT

-SWORDSMANMOVES:STRING[] = {"", "LUBA", "DUSLAKMACHETE", "GULGOL",
"ESPADANI PANDAY!!"};

+SWORDSMAN(NAME:STRING, LEVEL:INT):VOID

+SWORDSMAN(NAME:STRING):VOID

+ATTACK():INT

+SETATTACKDAMAGE(CHOSENMOVE:INT):VOID

+TAKE DAMAGE(DAMAGE:INT):INT

+TOSTRING():STRING

THIEF

-MOVE:INT

-ATTACKDAMAGE:INT

-THIEFMOVES:STRING[] = {"", "ILAD", "DUNGAB", "SPECIALSAGPA", "MURDERKILL!!"};

+THIEF(NAME:STRING, LEVEL:INT):VOID

+THIEF(NAME:STRING):VOID

+ATTACK():INT

+SETATTACKDAMAGE(CHOSENMOVE:INT):VOID

+TAKEDAMAGE(DAMAGE:INT):INT

+TOSTRING():STRING

ARCHER

-MOVE:INT

-ATTACKDAMAGE:INT

-ARCHERMOVES:STRING[] = {"", "USAKAARROW", "LONGRANGEATTACK", "RAPIDFIRE",
"RAINOFPOISONARROWS"};

+ARCHER(NAME:STRING, LEVEL:INT):VOID

+ARCHER(NAME:STRING):VOID

+ATTACK():INT

+SETATTACKDAMAGE(CHOSENMOVE:INT):VOID

+TAKEDAMAGE(DAMAGE:INT):INT

+TOSTRING():STRING

RPG

-RAND:RANDOM

+RPG():VOID

+ GETRANDOMMONSTERNAME(): STRING

+RANDINT(MIN:INT,MAX:INT):INT

+SLEEP(MS:INT):VOID

+DUEL(ATTACKER:RPGCHARACTER, DEFENDER:RPGCHARACTER):BOOL

+DUEL2(ATTACKER:RPGCHARACTER, DEFENDER:RPGCHARACTER):BOOL

+MAIN(ARGS[]):STRING):VOID

