Capstone IFD Project

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Additions

Lives

Armor

Teleportation

Lives

Lives were implemented by adding a lives integer to the player class. When the game starts it searches for the live tag and sets the player's lives to the value in the ifd file.

When the game ends, during reset, the engine will check if you have any lives left and decreases by 1. Once you reach 0 lives, the game ends.

Armor

Armor was implemented by creating an Equip Items class which stores the HP value of the armor and whether the armor has been equipped or not.

Armor increases the user's HP to provide more protection against dangers found in game.

Teleportation

Teleportation was implemented by creating a vector for all of the AreaNodes the user has visited

The user says teleport and is prompted to enter which room they want to go