

We divided the assignment specifications into 3 parts and I am in charge of requirements 4,5 and 6 which are enemies, terrain and soft reset/dying in the game respectively.

For the fourth requirement, which is enemies, I create 3 frames and each frame represents each enemy in the game which are undead, skeleton and Yhorm. Each enemy has their sub-frames that explains what each enemy is capable of. The undead is capable of attacking the player if the player is in its adjacent square otherwise it would walk randomly. If the undead attacks and hits the player it will deal 20 damage. If the player kills the undead, the player will receive 50 souls. Also the undead have a 10% chance to die on every turn and it will not give the player souls. If the player rests in a bonfire, remove all undead from the game.

Skeletons have the capability to equip themselves with weapons which are either the 'Broadsword' or 'Giant Axe'. The 'Broadsword' deals 30 damage while the 'Giant Axe' deals 50 damage to the player. Each skeleton must know their spawn location because if the player resets, they must go back to their respective spawn locations. The skeletons have the ability to follow the Player if they are in a certain radius otherwise they will roam around at random. Also if a skeleton is killed by the player there is a 50% chance to revive if it has not revived for the first time otherwise it will give the player 250 souls.

Yhorm is a special enemy because there is only 1 in the game. It has a special weapon called 'Yhorm's Great Machete' where the effect can change according to Yhorm's HP. If Yhorm's HP goes below 50% it will enter the second stage where the weapon's hit rate increases and it will burn the surrounding area dealing damage to the player. If Yhorm's HP is 0 there will be a special prompt that says 'Lord of Cinder has Fallen' and it will give the player 5000 souls and drops an item called 'Cinders of a Lord'.

For the fifth requirement, which is terrain, I create 2 frames where the first frame handles the cemetery and the other is the valley. The cemetery is a place where the undead spawns and it has only 25% chance to spawn the undead, else it does nothing. For the valley player should not step on the valley marked as '+' on the map because if they do, players will die and initiate a soft reset.

For the sixth requirement, which is soft reset, I created 2 frames where the first frame is due to the player dying by going to the valley or getting killed by an enemy and the other is the player resting at the bonfire. If a player gets killed by an enemy it will print a prompt and initiate the bonfire features where it will refill player's HP and estus flask as well as reset enemies. Players will lose their current souls and a token of souls will spawn which contains the souls of the player's previous life in the place where the player died and it will remove the previous token of souls. If the player died because the player went to the valley, it will print a prompt and initiate the bonfire features and reset the enemy. Players will also lose their current souls however where the token of souls spawn is 1 step behind the valley/'+' so that players are able to claim their souls back without dying over and over again. If the player rests instead of dying, only the bonfire feature and enemy reset feature are executed.