

CMPE230 Project 1 - Witcher Tracker

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Spring 2025 — Systems Programming

Project Description

This program simulates Geralt’s monster hunting tasks using a command-based inventory and event tracking system in C.

Features

- Potion crafting system
 - Bestiary and monster effectiveness learning
 - Monster encounters and trophy collection
 - Inventory queries
 - Trading trophies for ingredients
 - Command parsing and validation
 - Modular file structure
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File Structure

File	Description
main.c	Input loop and command dispatcher
parser.c/h	Parses and routes commands
inventory.c/h	Manages ingredients, potions, trophies
alchemy.c/h	Stores and processes potion formulas
bestiary.c/h	Handles monster effectiveness knowledge
Makefile	Builds the project using make
README.md	This file

AI Usage Disclosure

Used ChatGPT to assist with command logic, modular design and debugging help.
All code was built step-by-step with understanding and learning focus.

Build & Run

To build:

```
make
```