Potential Ideas

Saturday, November 14, 2015 11:54 AM

- Game AI
- MySQL
- PornHub 2.0/3.0
- Make a game

Game

2D Top down (minecraft!?)

Squares

5 classes

- Zach: Mage
- Drew: Thief
- Kyle: Tank
- Jackson: Archer
- Ethan: Warrior

Classes

- Direction ✓
- Inventory
- ItemSlot
- LifeSkill ✓
- Size
- Skill ✓
- WorldObject
- Stats ✓
- Weapon
- Character
- Armor
- Walls
- Chest
- Enemy

Stats

- Intelligence: Magic, Mana, Alchemy
- Strength: Swords, Armor, Health
- Dexterity: Bows, Daggers, Stamina

Logic

- more stuff

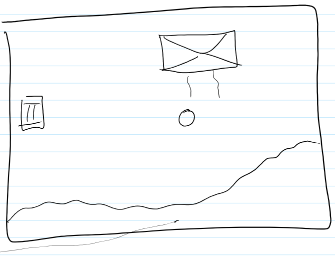
Classes

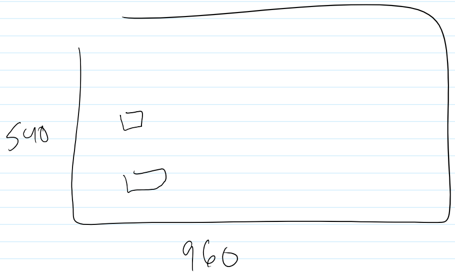
- Character
- Skill
- Stats ← Stats
- Weapon
- Inventory
-

Health
Mana

Character

- Point location
- String name
- Inventory inventory
- Stats stats





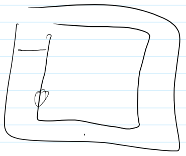
Character

- Location location

+ Character (String name, Location location, Direction direction, Stats stats) : void

+ Character (String name, Location location, Direction direction, Stats stats) : void

- Location location
- Stats stats.
- Inventory inventory
- Armor armor
- Weapon weapon
- LifeSkill health
- LifeSkill mana
- LifeSkill stamina
- Size size



+ Character ( ) : void
+ Character (, Location location, Stats stats) : void
+ Character (, Location location, Stats stats, Inventory inventory, Armor armor, Weapon weapon) : void
+ getName ( ) : String
+ setName (String name) : bool
+ getLocation ( ) : Location
+ setLocation (Location location) : bool

+ attack ( ) : void
+ equip (Weapon weapon) : bool
+ equip (Armor armor) : bool
+ interact ( ) : bool

WorldObject (Abstract)

- Location location
- Size size
- Boolean collidable
- Boolean interactable

+ draw ( )
+ interact ( )

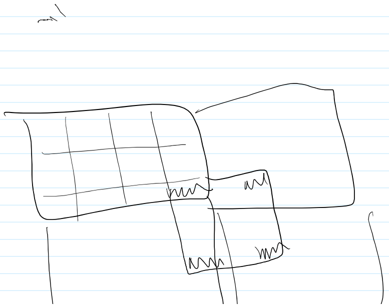
Item

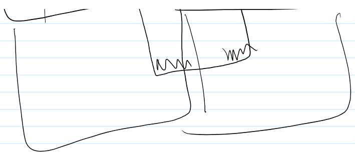
- Weight
- Name
- Stackable

Weapons
Armor
Potion

Collision

- Get new area





final HEALTH=0

(HEALTH

for (modifier

skillList[skill].

skill's 0-5

life 6-8

skills%6