

Final Project Proposal
Awesomeified YoRPG

We're planning to improve the basic YoRPG we did in class and expand it to include more varieties of attacks and monsters, as well as the ability to level up (and unlock new weapons, armor, and more). It will run as a text based game but we also would like to make a GUI so the player can watch their characters battle monsters.

This project will solidify our ability to deal with command line input and possibly also 2d arrays (for determining weapons unlocked based on character type and level).

We will showcase our skills regarding subclasses (monster vs. character, each with specific types), while and for loops, and search functions similar to those in the CandidatePool assignment (which weapons/potions/etc. you can use at a certain point in the game).

One stretch goal is to figure out how to code a GUI and attempt to set up battles that would look rather like those in Pokemon games. Since this is prioritized below getting the text-based portion of the game working, we have fairly vague ideas, but have talked about creating graphics for all the characters and monsters, and possibly extra work for backgrounds and attacks.

We have a tentative estimate of 30 man hours, but this may be inaccurate depending on the amount of effort that goes into the GUI.