Fate of Mystria - The CLI RPG: Documentation

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*This file defines the specifications for this project: FOM for Windows cmd-prompt.*

**General Overview:**

*Fate of Mystria* is a game that will be played in the Windows Command Prompt. It is based on my book idea by the same title.

The game will be as open-world as possible. There are going to be many maps—the World Map, the Cities, towns, etc. Nungia, Alhara, Fyeria, and Tiagor will be the countries.

*Characters*

Aside from the player character, there will be monsters, friendly NPCs, and the player’s party. There will be a main storyline with villains and monster bosses, as well as a good number of side-quest NPCs.

Main characters other than the player:

* Xhaa
* Catruya
* Tiel
* Y’tae

*Monsters*

**Core Components Needed:**

* A system for handling in game text.
  + Text files will need to store a lot of the data as it is cumbersome to have it all in string literals.
  + This will include the story, the dialogues, etc
* A main menu
* Maps
  + World Map
  + Nungia
    - Port Cyros
    - Yando Town
    - Esh woods
    - Yovania
    - Fields
    - Mountains
  + Tiagor
    - Undas Majoris
    - Harrapan pass
    - Port Watsukai
    - Mountains
  + Fyeria
    - Delos’kyat
  + Alhara
    - Zaveri
    - Great Pyramid
    - Desert itself
    - Mountains
* A save game system
* A random encounter system
* A combat system
* Player handling system
  + Stats
  + Inventory
  + Equipped
  + Level & XP
* Monster handling system
  + Health
  + Level

**Algorithms & Design:**

Written in C++

**File by file breakdown:**

* main.cpp – the C++ main function file
* player.cpp – the class Player to handle the player’s information
  + player.h
* monster.cpp
  + monster.h
* sys\_msg.cpp
  + sys\_msg.h
* map.cpp
  + map.h