Final Project Proposal
The Ducky RPG

The Ducky RPG builds off of the RPG we made in class. The player answers trivia questions (math, computer science, or general) provided by NPCs in order to win equipment, which can then be used when battling monsters. The player is also able to ask their ducky, which follows them around, for help. Because the player can now use a variety of equipment, there will only be one basic player type (no "Healer", "Tank", etc.). There will still be multiple Monster levels. There will be three NPCs: the player will go to Kats for math trivia, Mykolyk for computer science trivia, and Erica for general trivia. These three NPCs will be subclasses of the NPC class. There will be six Equipment subclasses: Shield, Armor, Invisibility Cloak, Bow and Arrow, Sword, and KtS. Players will be able to request to view their equipment and inventory at any time. Acquiring equipment impacts the Player's stats; the player can equip any item in their inventory, but only 2 pieces of equipment can be equipped at a given moment. Equipment is added to the Player's inventory when a trivia question is answered correctly. There will be the Monster superclass and its previous subclasses, a Ducky class, and a Player class. The Monster superclass and Player class will be subclasses of the Adversary superclass. Adversary and Chatbox will be in compliance with corresponding interfaces. Players, Duckys, and NPCs will communicate via a simple chatbox.