Erica's Fan's and Hugo   APCS pd 6

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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 three Equipment subclasses: Protection, Offense, and Apparel. These will have the following subclasses (respectively): Shield, Armor, and Invisibility Cloak; Bow+Arrow, Sword, and KtS; Hat, Gloves, and Socks. Players will be able to request to view their equipment at any time. Acquiring Protection and Offense equipment impacts the Player's stats; Apparel is merely a useless reward for getting a trivia question correct. 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 Adversaries superclass. Any mother classes or classes that are not part of inheritance trees will be in compliance with corresponding interfaces. Players, Duckys, and NPCs will communicate via a simple chatbox.