Ultimate MadLibs 2.0:

The system must read a story and commands from a series of text files. Each story part has blank words that will be prompted for the user to fill. These words will be saved in a vector to be used when the story is told. In telling the story, fight scenes will also be initiated in which the player will fight opponents using weapons named in the mad libs style with randomly generated attack points, that may be made more powerful as the game progresses.

Keywords in txt

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| --- | --- | --- | --- |
| Keyword | Format | Read | tell |
| Location/consequence | <location (-1 or .)>  <consequence (-1 or.)> | skip | Out result from prev. decision |
| Mad lib words | <(word type)> | Getword() to vector | Out word from vector |
| Fight | <fight (min) (variation) (opponent name getword)> | Sets opponent for fight | Start fight |
| Antagonist, anttype, friend | <antagonist> etc | Skip | Out constant names |
| Get ̎ | <get antagonist (name getword)> etc | Getword() to specified word | Skip |
| Punc | <punc (punctuation character)> | Skip | Allows punctuation to show correctly |
| Opponent | <opponent> | Skip | Out opponent name for story part |
| Name weapons | <weapons> | Name weapons for player using getword and templates | skip |
| Bossfight | <BossFight (min) (variation) > | Create opponent w/ name = antname and higher hp | Start fight |
| Defeated | <defeated> | Skip | Names random defeated opponent |

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| Story |
| -string genre  -string decisionname  -string filename  -string fightname  -string antagonistname  -string antagonisttype  -string friendname  -fighter opponent  -fighter \*ptrplayer  -Vector<string> words |
| +Void readFiles  +Void tellStory  +Void fight  +Int decide  +string finaleLocation |

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| --- |
| Weapon |
| -String name  -Int strength |
| +Void powerup  - string nameTemplate |

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| --- |
| Fighter |
| -String name  -int fighthp  -Vector<weapons> armory  -vector<fighter> defeated |
| +Bool isdefeated  +Void takehit  +void attack  +void gainweapon  +void powerup  +void addDefeated  +void coutWeapons  +string randomDefeated; |