Intro. Text-based Game

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Learning Object

➢Text-Based Game

➢Overall the Game
- ❑Character class
- ❑Constructor
- ❑Package and Classes
- ❑Static
- ❑Inner Class

Text-based Game

➢It is a game that uses a text-based user interface
  ❑Get character info (HP, Power, Defense, item etc..)
  ❑Battle info (Damage, alive etc..)

➢Role-Playing Game (RPG)
  ❑Make own character
    ❖Level, items
  ❑Make Enemies using Character class
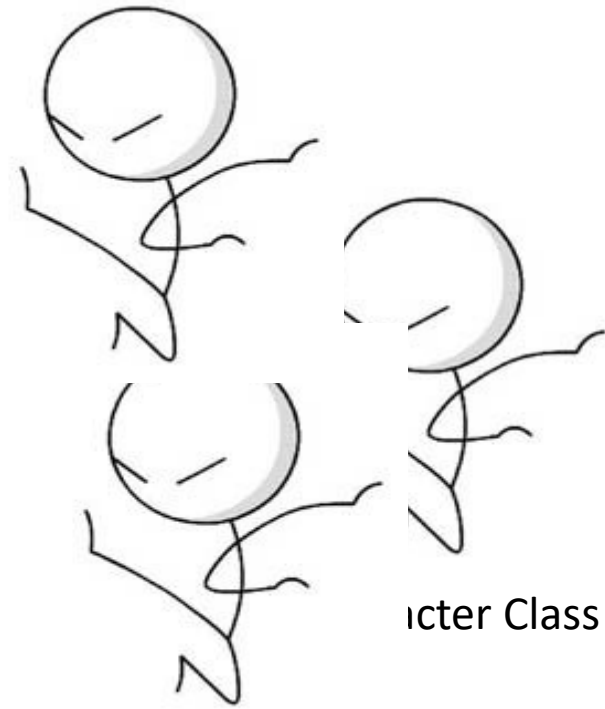   ❖Drop Items

➢Apply your knowledge into the RPG

Overall of the Game (Character Class)

Main Character

Enemy

V.S.
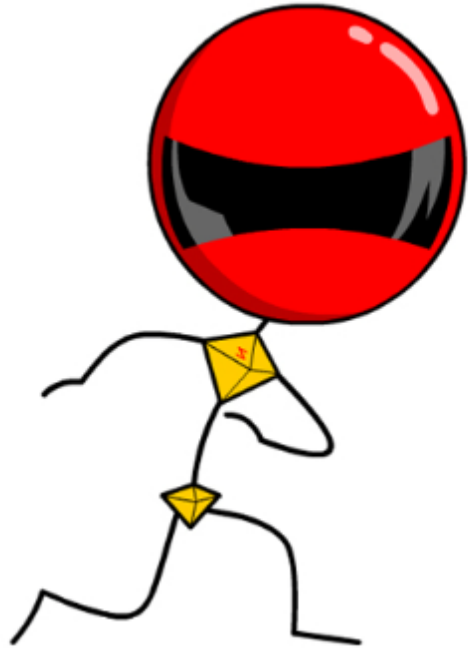
Character Class

ıcter Class

Array of Object

Overall of the Game (Constructor)

Main Character

Enemy

Character( )

Character("enemy")

V.S.

Character("Name", 9999,90)
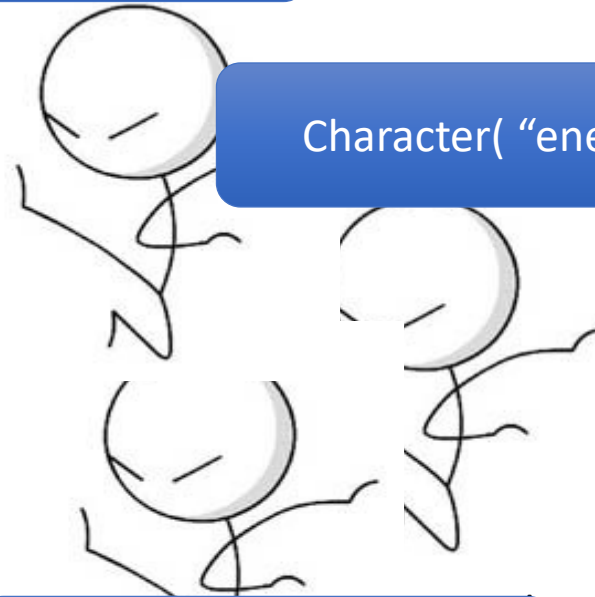
Character Class

Character("enemy", 90)

Array of Object

Overall of the Game(Package and Class)

Main Character

Enemy

Weapon class

V.S.

Armor class

Character Class

Equipment Package (folder)

...cter Class

Array of Object
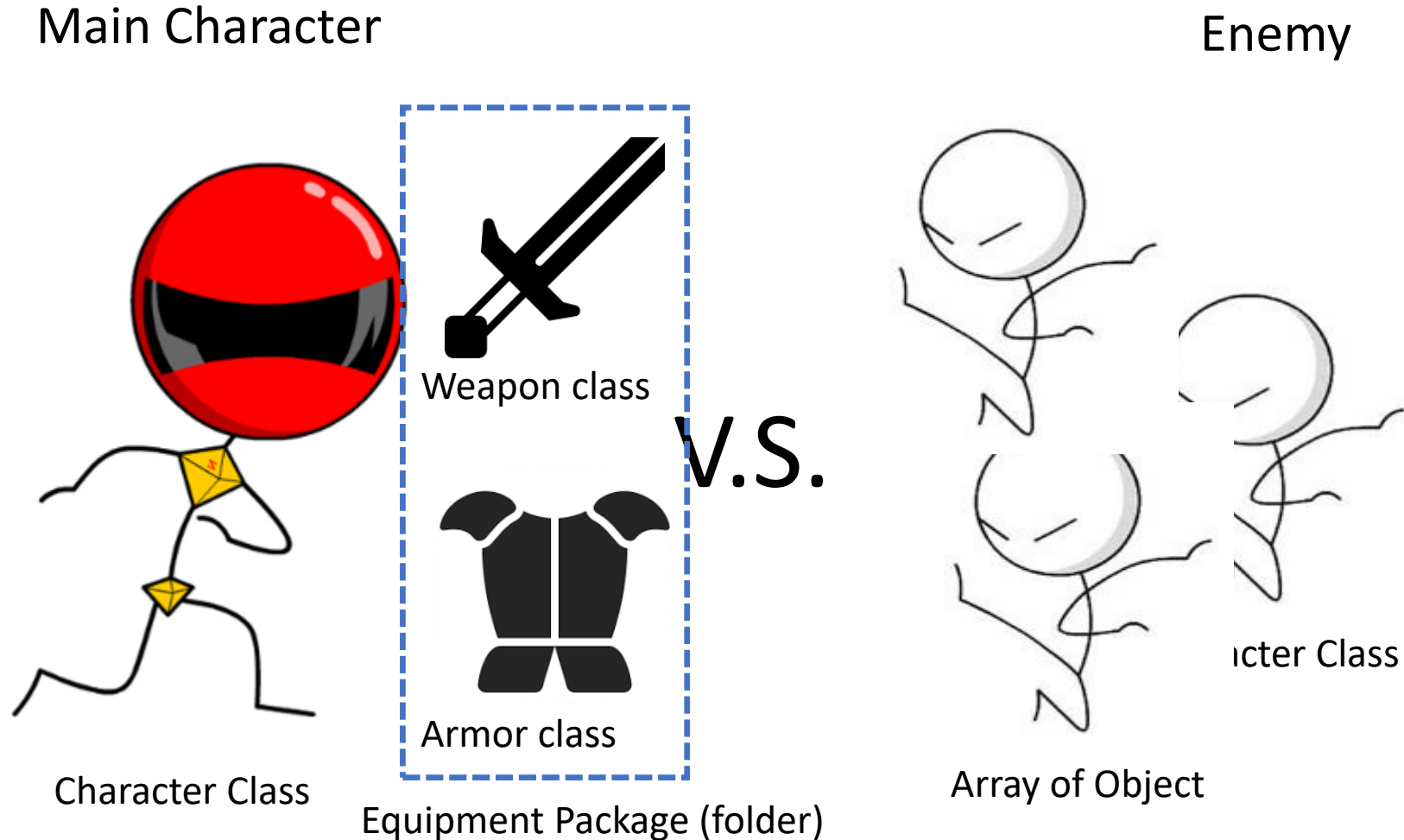
Overall of the Game (Static)

Main Character

static String serverName

Enemy

V.S.

Weapon

Armor

Character Class

...cter Class

Array of Object
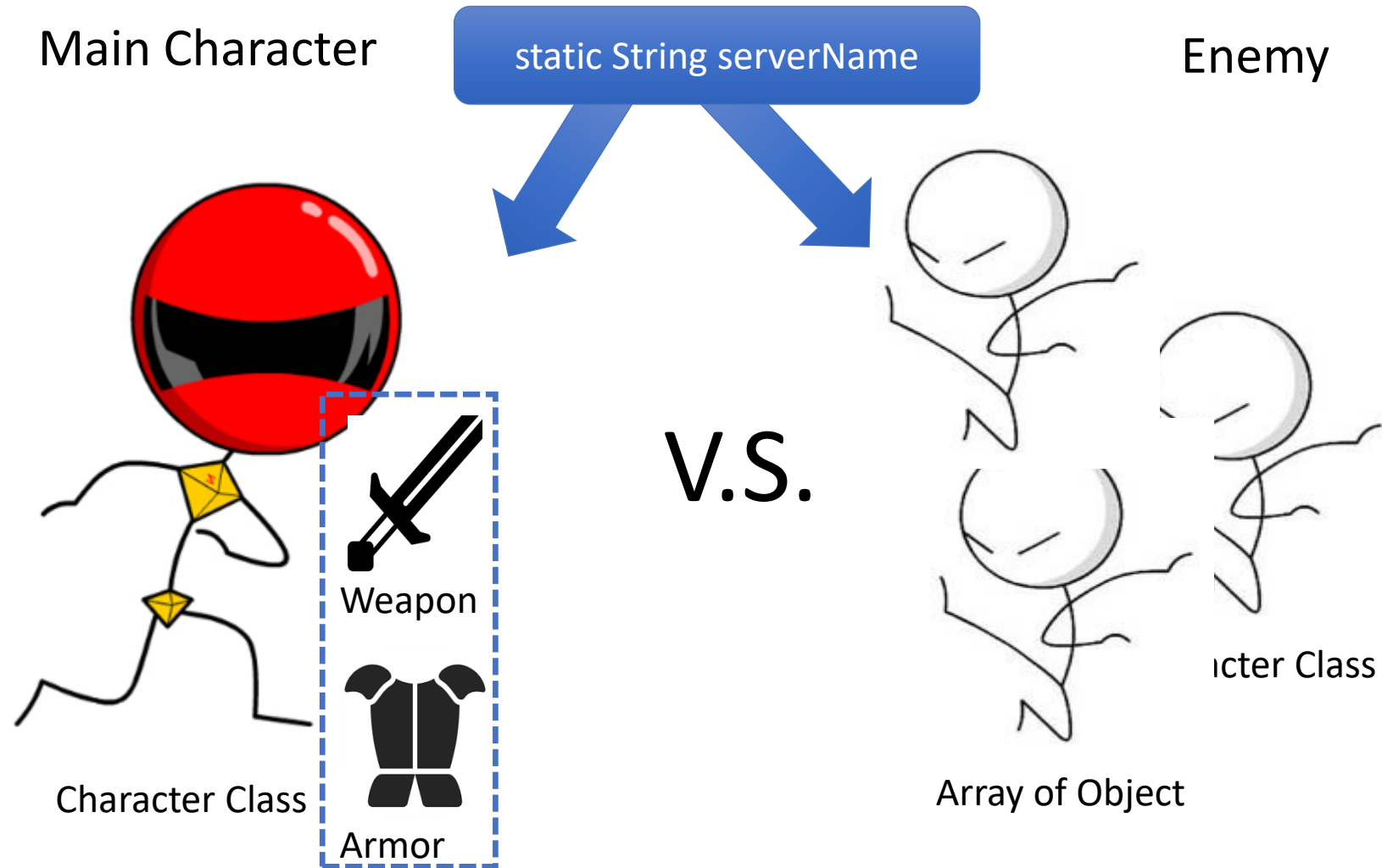
Overall of the Game (Inner Class)

Main Character

Character Class

Enemy

V.S.

Bag Class in Character Class

Array of Object
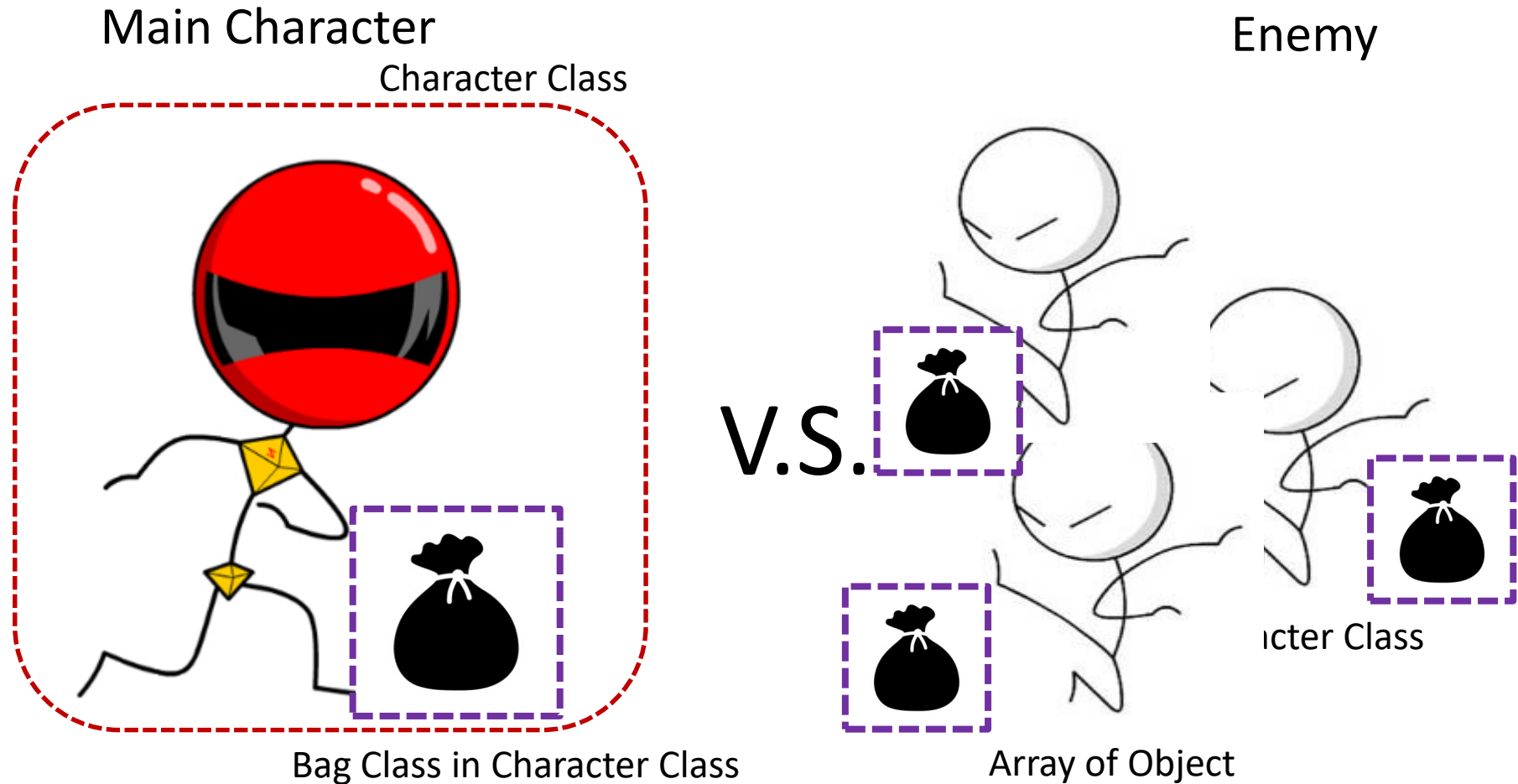
...icter Class

Summary

- Package and Class
  - Default: Main class (battle field)
  - Character: Character and Item_Bag class
  - Equipment: Weapon class and Armor class
- Character Class
  - HP, Power, Item
  - Method: damage, hit, Getter and Setter
- Weapon and Armor
  - Getter and Setter