Project 2

Title:  
Dark Souls

CIS-17A

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Table of Contents

1. Cover Page
2. Table of Contents
3. Rules and Explanations +Github
4. Game explanation cont.
5. Check off list, also a separate file
6. Proof code ran
7. Psuedo code
8. Flow chart in separate file

The GitHub repository: <https://github.com/kmai3/CIS17C-Project-1>

1. Introduction

Explanation:

My game is a simplified version of the dark souls board game in which the original board game you are placed into a dungeon with either you and/or your friends are summoned to beat the boss. Although the game is a downgrade in comparison with the board game as the original board game has so many rules and unique monsters/weapons to fight it would take up more time to write each specific name down than the code itself. So I did a conceptual based program in which it explores the dice mechanic of doing damage and the basic weapons with a simple upgrade system.

Rules:

1. If your health drops to 0, it is game over
2. You need stamina to perform certain actions and other actions regain stamina
3. Score will be based on the number of rounds – monsters you defeat.

Clases: Assassin,

Enemies: goblin

Skeleton

Ogre

Skeleton Giant

Dark Mage

Dragon

Goblin - 15hp, atk1

Skeleton - 20Hp, atk2

Ogre - 30hp, - attack 5

Skeleton giant, - 56hp -atk10

Dragon, 100 Hp, -atk 15

Enemies: goblin

Skeleton

Ogre

Skeleton Giant

Dark Mage

Dragon

Elements

Fire, Water, blunt, earth

Blunt equal damage to everything except for the dragon.

Goblin weak to fire, resistance to water

Skeleton weak to earth, resistance to fire

Ogre weak to fire, resistance to earth

Skeleton Giant weak to earth, resistance to fire

Dark Mage is resistant to everything but blunt force

Dragon weak to water, resistance everything else

Weapons and there damage "BasicA", 2, "BasicH", 2, "BasicK", 6, "BasicW", 4,

"Assassin's Flame Dagger", 1 , "Assassin's Steel Dagger", 1,

"Assassin's Ice Dagger", 1, "Herald's Flame Staff", 1 , "Herald's Steel Staff", 1

, "Herald's Water Staff", 1, "Knight's Fire Long Sword", 3,

"Knight's Fire Ice Sword", 3, "Knight's Steel Long Sword", 3,

Super Effective weapons do three times the damage they would have normally done(Although this doesn’t affect dice rolls in which if you roll 0 you will still do 0 damage.

Lines of Code: 764 from Game.ccp

35 from games.h

22 from main

Table

Description automatically generated

Text

Description automatically generated

Psuedo Code:

Pseudo Code

//Initialize the code

Declaring Values

Boss Values

Amount of Rounds allowed to beat the boss

Show Old Scores

Opens up Score.txt

Mapping

Starts up the game

Converts Menu options from char to int with type casting

Choice 2 gives more information about the game

After Starting with Choice one or after choice 2, player chooses a class.

Attack values will depend on xp and class

If class chosen is a mage

Do battle

Menu for picking abilities

Stops the loop when someone is dead or when reinforcements come

Visual separation of the battle being ended

If goblin is killed

If reinforcements came

If player dies

Continues if player killed the goblin

This is repeated through every boss

Except dragon in which another option is to shield and heal oneself

Player is allowed to see a numeric score, decimal score, or both in which they pick.

Score is shown in and saved score.txt and score.bin

Flow chart is in a different file.