**Welcome to the world of Avengers.**

This is a demonstration project which would create a console based game based on the configuration provided into files under location “resources/content”

These are sample files and can be modified to suit the requirement

Input\_levels.txt

Stage\_0\_points.txt

**Running Project**

#from your favourite IDE or

mvn clean package

java -jar target/game-0.0.1-SNAPSHOT.jar

**Game and Rules**

1. You need to create an Avataar for yourself

(*Name in Characters please. If not, you would be forced to choose one!*)

1. If the Avataar (case insensitive) already exits into the storage, it will resume from last saved state.
2. There are 3 preloaded stages and hungry enemies awaiting at each stage. You are initially assigned 50 points to fight, those enemies
3. The game starts at stage 0. You can use “explore” option to see list of your “allowed” moves and “alive” enemies, at the current stage anytime.
4. Now, when you choose to “Fight”, following things should be kept in mind :
   * At start of each fight, you would be shown a list of moves and the corresponding number to chose for the move
   * When you select a move, your “intelligent” enemy also selects one and points would be calculated based on your moves and the stage you are on. The calculation logic is mentioned in section below.
   * “Enemy” is Intelligent as you won’t be able to predict their behaviour at any stage.
   * As we are in a “closed” world, we would validate your moves and calculate your points and “display” your move score and total score
   * Incase, your total scores reaches “0”, your Game would be terminated
   * If not , you are ready to fight next enemy Yodha ! (provided, they remain alive).
   * To keep the rules of game simple :
     1. Your enemy score does not increase, if they attack you
     2. If you both play the same move, that is counted as “0” and benefit is given to you.
5. When you are busy playing and want to pause it for a while, you can use the "Save" option from the menu. You can resume, by choosing your Avataar name from the “Build/Create Avataar" option. Also, ensure, you are on same machine, as we live in a "closed" world.
6. The stages and the points configuration is placed at “contents/” folder and can be modified easily by just configuring the classes at stages and move.

**Point calculation**

**These are loaded from configuration files and can be modified to change actions**

**Stage 0** *(contents/Stage\_0\_points.txt)*

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **You/ Enemy->** | **Kick** | **Slap** | **Jump** | **Hammer** | **PaintRed** |
| **Kick** | **0** | **10** | **-10** | **-10** | **10** |
| **Slap** | **-10** | **0** | **10** | **10** | **-10** |
| **Jump** | **10** | **-10** | **0** | **10** | **-10** |
| **Hammer** | **10** | **-10** | **-10** | **0** | **10** |
| **PaintRed** | **-10** | **10** | **10** | **-10** | **0** |

**­­Stage 1** *(contents/Stage\_1\_points.txt)*

|  |  |  |  |
| --- | --- | --- | --- |
| **You/ Enemy->** | **Fly** | **Shoot** | **LaserAttack** |
| **Fly** | **0** | **-15** | **15** |
| **Shoot** | **15** | **0** | **-15** |
| **LaserAttack** | **-15** | **15** | **0** |

**Stage 2** *(contents/Stage\_2\_points.txt)*

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **You/ Enemy->** | **PowerPunch** | **Sword** | **Slam** | **Gun** |
| **PowerPunch** | **0** | **20** | **-20** | **0** |
| **Sword** | **-20** | **0** | **0** | **20** |
| **Slam** | **20** | **0** | **0** |  |
| **Gun** | **0** | **-20** | **20** | **0** |