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LEARN DIFFERENT*

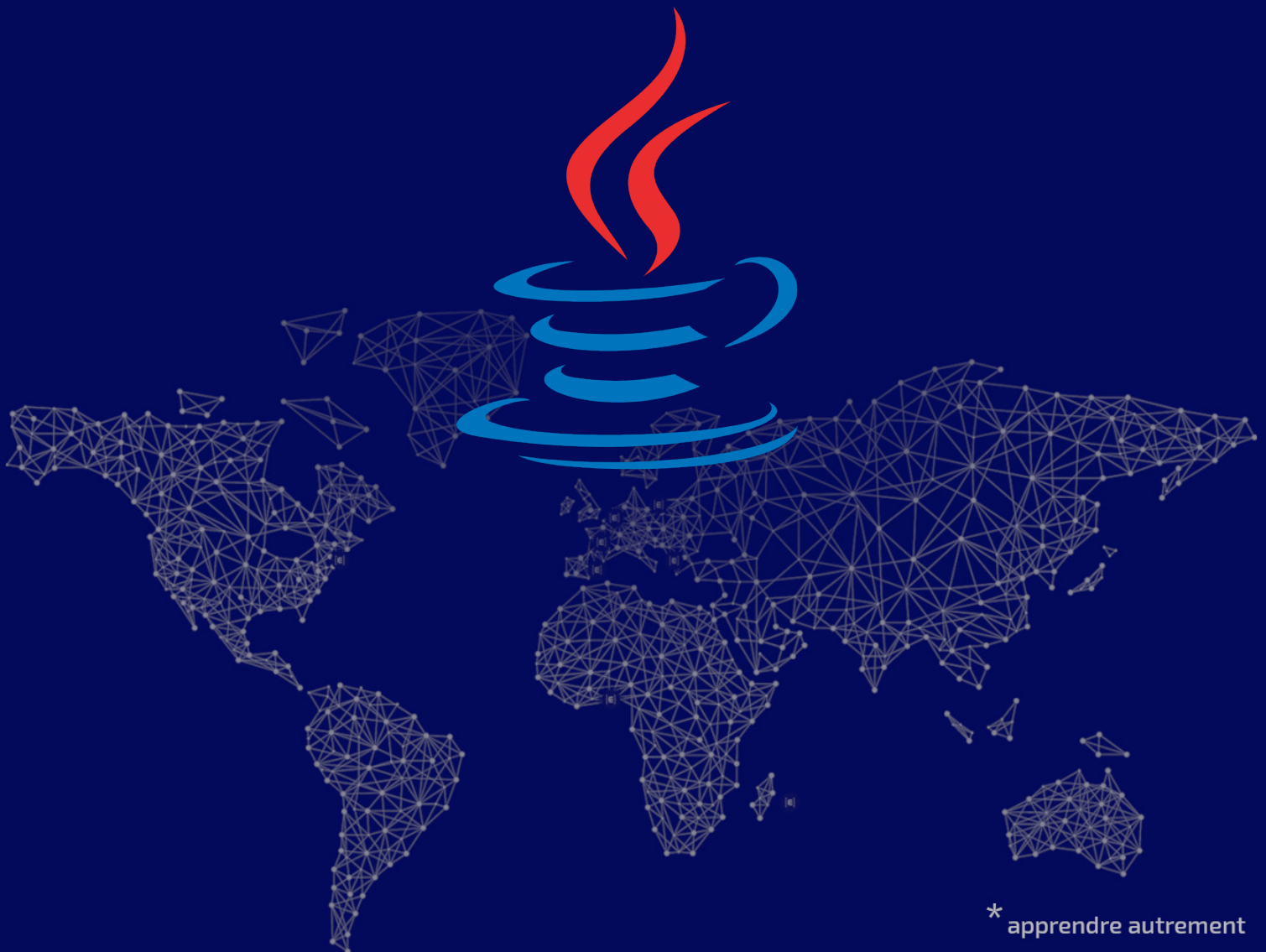# 2DGAME

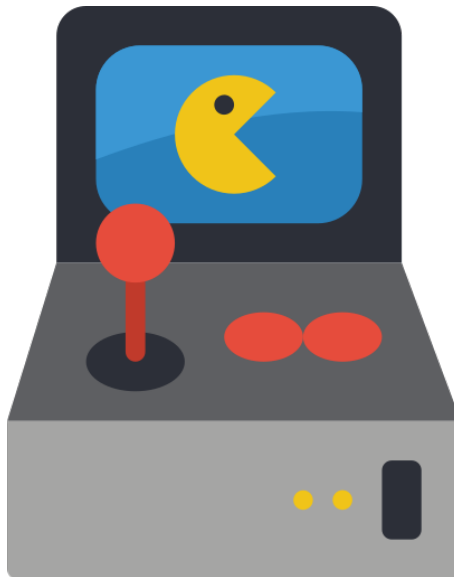## BOOTSTRAP - FIRST BRICK OF THE GAME

2DGAME

You are asked to make a (simple) game where the player moves and fights into a fixed 2D Grid.

In each grid cell, the player can encounter enemies to fight and/or items to take. At each turn, the player chooses the direction (one cell up, down, right, or left) where to move using the keyboard.

If the character is in a cell where there are enemies, it fights them, one afer another. There are enemies of different kinds (e.g. inflicting damages to the character, stealing an item in its bag…). When there are zero enemies, the player can take all the items in the cell.

In order to win, the player must complete a predefined objective (e.g. take off all the enemies, find a specific item, reach a specific cell…). The player can also lose the game according to specific losing conditions (e.g. the character loses all its life, or falls into a trap, the time ran up…)

> A template of the class *Game* is included.

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Requirements

To fulfil the bootstrap, your code must:

- ✓ Complete the game loop.

- ✓ Define winning and losing ("game over") conditions.

- ✓ Display the appropriate information on console, in order to visualize the state of the game at each turn.

- ✓ Define at least 3 different kinds of enemies, each one with a specific attack strategy.

- ✓ Define at least 3 kinds of items, each one with a specific effect.

- ✓ Use OOP principles and mechanisms to guarantee the code robustness.

- ✓ Have a *main()* to create and configure a game session.

- ✓ Avoid duplication and use polymorphism.

- ✓ Have a documentation for each class and important methods.

- ✓ Have a README explaining your game.

At that point, you're supposed to know what OOP principles and mechanisms are…

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