--------------------------------------- Loop Mania---------------------------------------

**Developer:**

T13A\_CAULDRON

**Description & instruction:**

“LoopMania”, demonstrated by T13A\_CAULDRON in a capacity of only 5 members for COMP2511 course project, is an RPG game written in Java. With the design of simplicity in both player control and interaction, the client achieves entertainments from accepting challenges, which in part represented as various types of goals to accomplish we provide, or customizing them on player’s behalf.

Provided with different genres of items, such as outfits for defense and weapons for offense, the player will be able to confront enemies of diverse attribution and endure a decent upgradable process for both character and his inventory. Whenever in a certain situation the player finishes the paths of Map, he is capable of purchasing, selling, and upgrading his items such that a survival of next rounds of enemies is potential when he proceeds the path again. Additionally, a Rare-Item system feature is available for players to specialize his character’s skills while normally upgrading his attribution through experience from travels.

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