

Project

Combat Game!

MVP

You are required to build a Simple turn-combat system, The core of the game will be creating the Java functions that allows one player to attack and the system then will attack back.

- The player should be able to have a Basic Attack and a special attack.
- Characters will die if HP reach 0.
- Enemy logic should be able to decide if using a basic attack or an special attack.
- Everytime that one player attacks the function should check if the other player is still alive.

Project Extensions

- Create an Android interface for the game!
- The android interface will display the two characters and the differents options that a player has to execute.
- Interface should show the stats for both players and update every time that the characters attacks.
- When a player dies a "Winner message should be shown"

Further Extensions

- Add animations.
- Restart the game when a player dies.
- Show in text how much damage a player does.
- add some music to the app.
- add launcher Icon.
- add timer to avoid user spamming buttons.
- add Menu.

Brief done by Luis Tejero.

