RPGame

A project made by a computer science student, revolving around a Role-Playing Game, in order to develop coding and algorithm skills, as well as project planning.

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1. Game Engine

The game will be composed with several connected Objects/Classes.

* Warrior
* Minion
* Boss
* Dialog
* Fight
* Item
* Location
* Random Events

1. Classes

The following subsections will present all different classes and their attributes. They will be sorted in a way such that the broader classes will be explained first so the attributes introduced are not repeated throughout the report.

* 1. Warrior

The warrior class will be the player of the game. It consists in everything related to the player and its interaction with the rest of the game objects.

The warrior is composed by: Health Points, EXP, Level, Username, Gold, Skin Color, Inventory, Location and Skills.

* + 1. Health Points

The HP is the number of damage the warrior can take, with a starting value of 100.

* + 1. EXP(erience)

The EXP is the value of experience the current player has in order to progress to the next level. Every greater level achieved requires a greater amount of experience acquired. Experienced is gained every completed mission, every minion and boss killed, every location unlocked… (TO BE COMPLETED).

* + 1. Level

The level is the current player level as well as minions and bosses. To level up you’ll need to get a certain amount of EXP. The Max level is (TO BE DECIDED) and the starting level is (TO BE DECIDED).

As you progress throughout the game, the minion and bosses’ level also raises, granting you more EXP.

* + 1. Username

The name of your warrior. Can be changed throughout the game, for a price of X Gold.

* + 1. Gold

Gold can be used to buy Items, change your Username and Skin Color, travel to different Locations, upgrade skills

* + 1. Skin Color