Project – The Blind Adventurer

# Overview

You will be designing a simple object oriented WPF game. To do this you will need to create several objects and windows forms to provide the structure and content for the game. The game will be completed in a sequence of stages. At each stage you will turn in the project at that point to be graded. These graded stages are called deliverables. There will be 7 deliverables to complete the game. Each of the deliverables will be explained as they are assigned. If you do not complete a stage, a solution will be provided so that you may work from it to complete the next stage. As the stages are what are graded, you will need to complete the deliverables to expect to get a passing grade in the class.

## Game Mechanics

The game will have a hero who will navigate an unknown dungeon. The game starts with the hero on a map that has no indication where anything is. This is why the gam e is called the “Blind Adventurer” because the adventurer is blind to what is on the map until s/he discovered it.

As the hero navigates the map, the map will become visible, cell by cell.

The hero must an exit the dungeon to win the game. To do so requires opening a door which requires a key, which also must be found within the map.

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If the hero is defeated by a monster, s/he loses the game.

As the hero explores the map, s/he will discover weapons to equip, potions to use, monsters to defeat, a key, or the door to escape the dungeon. These are explained below.

# Basic Parts

Hero – This is the character or main actor or the game. The hero moves around the map. S/he starts with a set number of points that indicate his/her life force which we will call hit points or HP for short. If a hero’s HP ever reaches 0 s/he is dead and the game is over. The hero has speed at which s/he can attack and the hero can carry weapons.

Monster – These are actors or creatures in the game that the hero has to combat and defeat. Monsters have different attack speeds and strengths.

Weapon – This is an item in the game that causes damage. The hero may only equip one weapon at a time. If the hero wishes to equip a new weapon, s/he must discard the previous weapon.

Potion – This is an item that repair damage done. Weapons are not carried, the must be used or left. If a potion is consumed it is used up. A hero can return to a potion if it was not consumed.

Key – This is an item that is needed to open the door to exit the map and win the game.

Door – This is the way to exit the map. The door can only be used if the hero has a key.

Map Cell – This is a location on the game map. A map cell can contain a monster, potion, weapon, key, or door. The hero will need to choose how to act based on the content of the map cell.

# Requirements

You must work on the project at the pace of the rest of the class. As we will be introducing different components of OOP as we progress through the assignment. The game will be graphical representation of what the game is doing. The names of the classes are not set in stone, but there is a reason that the names I chose are used. So I would recommend not varying far from the suggestions.