

# Treasure Hunt

## Design:

In summary, the player will wander around a 3\*3 board, and choose to interact with the space they are in or not. If they do interact, they will either see no difference, or get bombed, or gain HP, or gain treasure, depending on what kind of spaces they are in. At the start of the game, the player will be asked to input how many rounds will be allowed. The main goal of the game is to be alive after all the rounds, and have gained 5 treasures.

## More detailed instructions:

### To WIN, you need:

At the end of the game when all turns have been taken, you need to have:

1. a positive HP
2. picked up 5 treasures

Note: You can specify how many turns you can have. The less the turns, the harder it is to win

### About the game board:

- The game board consists of 3\*3 blocks. There are 4 kinds of blocks:
  1. A Regular: indicated as 'R'. Regular blocks does nothing
  2. A Bomb: indicated as 'B'. Bombs will cost you 25 HP and a treasure
  3. An Elixir: indicated as 'E'. Elixir blocks will give you 20 HP."
  4. A Treasure: indicated as 'T'. Treasure blocks will have 1 - 4 treasures randomly."
- You can choose to interact with the blocks or simply move to another block
- Once you interact with the block, it will also reveal itself on the map, instead of showing '?'
- If you don't interact with the block, it will remain as '?' on map
- You can interact with a block multiple times
- The block in which you are in will be indicated with '\*'

### Game Flow:

1. Enter how many turns you want to take. (You can enter up to 100, and you can abort any time in the middle)
2. Move around the board and/or interact with the blocks. (Move or Interact will count as taking a turn. Menu #3 - display items - will not count as a turn taken.)
3. Game will not exit unless all turns are taken (or you chose to abort). Your HP may go below 0, but as long as you have enough turns left, you can make it positive again by getting elixir
4. After all turns are taken, you will be evaluated if you won or lost  
Note: Each move on the board will cost 10 HP. If you try to move out of boarder, you will not move but still cost 10 HP

## This project will have the below classes:

- Player Class – creates the player object that will represent you
- Board Class – creates the board that the player will be in
- Space Class – an abstract base class for:
  1. Regular (Space)
  2. Bomb (Space)
  3. Elixir (Space)
  4. Treasure (Space)
- Menu Class

## Class Chart:

