

# Group Project

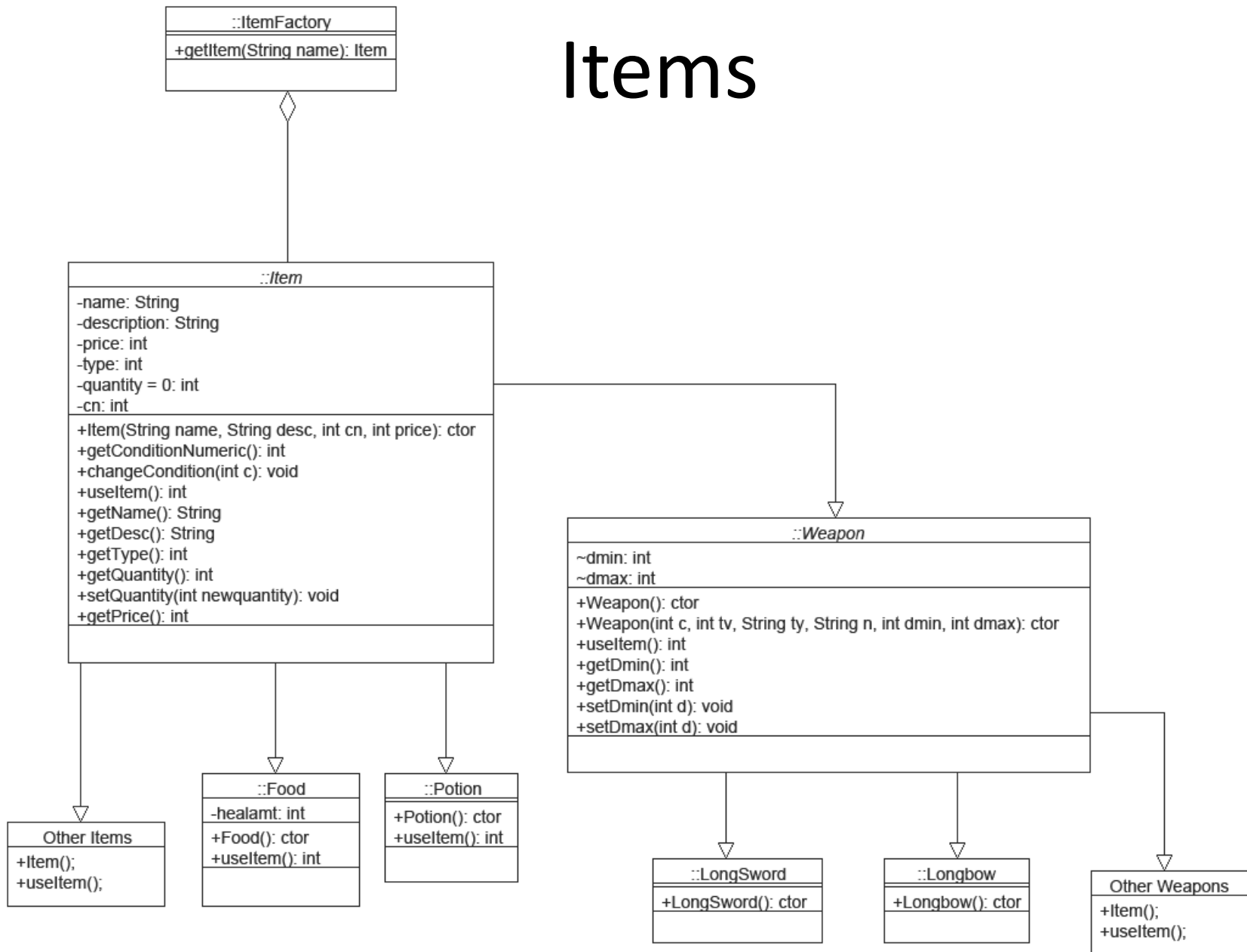
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# The Basics

- Solo or Party of Characters
  - Start with some basic items/money
- Randomly generated map with monsters
  - Goal being to get to the end alive.
- NPC Store
  - Can buy/sell items to help you out as you progress through the map

# Items



# Characters

- Abstract Character class which is extended by GoodGuy and BadGuy classes, each with respective creators(factories) to create the characters
- GoodGuy has extra layer with the Player class which contains all of the Characters that the User can play as and party with.

# Map

- Randomly Generated 2D array which the User is to venture through.
  - It's filled randomly with enemies at creation via the BadGuyCreator
- Handles the outer most layer of the battling
  - When a enemy is landed upon in the map, turn based battle is started within the Map, when a character dies, given the option to choose a different party member to continue with or die.