

General Ideas/Strategies

- Map
 - Randomly generated size & populated with monsters
 - Store(NPC inventory) to buy supplies (food/pots/etc) from throughout the map
- Character
 - Abstract class with extensions for “Hero/Monster” containing all variable information to be used as well as an Inventory object to store the Item objects to be used by the Hero while going through the Map and the stats for the character types during fights, etc.
- Inventory
 - Allowing a player to store a limited amount of Items to be used throughout the Map by the “Hero”.
 - Is an interface, creating two types of Inventory for Hero character or aforementioned Store(NPC) character, etc.
 - Allows for selling/buying of items by the character, acts like a middle man between Items and Character
- Items
 - Abstract class which works as the base for each of the item types
 - Food/weapon/armor/helmet/potions...etc
 - Within these subclasses, all that needs to change is some of the variables for how much these items help, preventing lots of additional subclasses needing to be made. (could possibly shrink it even further)

Group Project

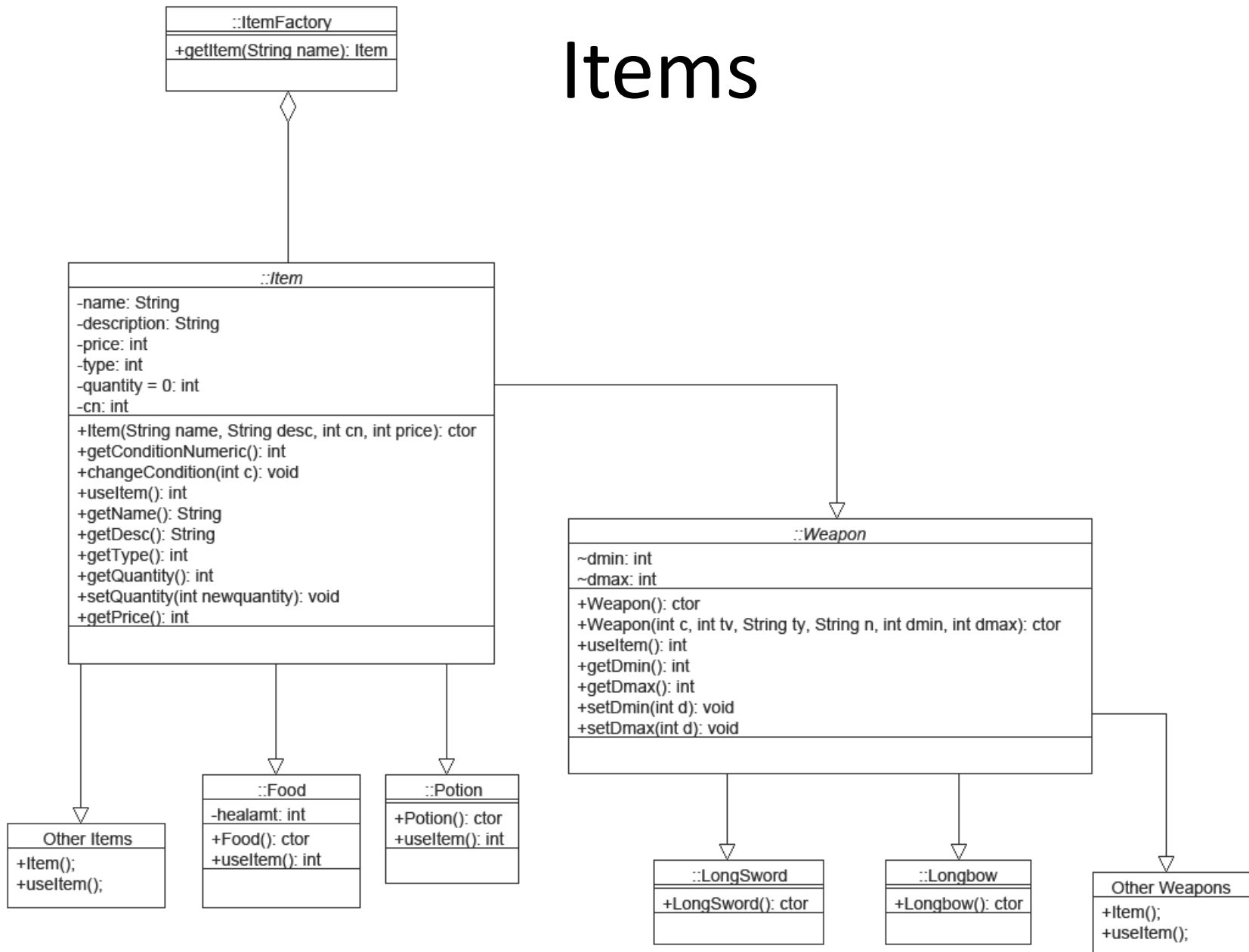
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The Basics

- 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.

