**Team – 14**

**TOPIC: Text based RPG game**

Suraj Shivu (PES1201800363)

Abhishek Das (PES1201800177)

N Sanketh Reddy (PES1201800389)

Venkatram (PES1201801402)

INTRODUCTION:

This is an attempt to create a RPG game completely using C.

STORY LINE:

It’s a story about our character entering into an unknown world and has to faces many enemy who are spawned based on his luck.

And on the way he has many options to take and decisions to make which changes his course along the game.

WHATS IN THE CODE?

1) We have used multiple files the code.

2) Structures have been by typedef’ing them.

3) Many user defined functions have been created and used.

4) We have saved the data of the players who have played the game (using file handling) in a CSV file.

5)The Random function has been for generating enemies with different powers.

6)Time function has been used for generating different random values at different times.

MORE ABOUT THE CODE:

1) The function main gives the user options to either enter or exit the game.

2) Structure “myclass” defines the Player stats.

3) Structure “bot” defines the stats of the generated enemy.

4) Functions “selectchar” and “makechar” are the functions with the help of which the user can enter the name and choose his character.

5) Function “game\_start” is the function which actually starts the game i.e. this is the function which gives the gives the players different encounters(spawning the enemies).

6) The enemies spawned have different health values depending on the players luck and the “Random” function which we used here .And this “Random” function depends on time so that the random value generated will all be different every time.

7) We have designed 2 different levels for the game based on our interesting storyline.

8) At the end of each level there is a new type of encounter called the boss encounter.

HEADER FILES:

<stdlib.h>

<stdio.h>

<string.h>

<time.h>