

Lecture 2: Designing Application and Game with OOP

1 Chatbot

We will building a simple chatbot with OOP.

First, please clone a starter project from here <https://bitbucket.org/gigadot/ooc-chatbot/overview>

2 Zork Art Command Line

Zork is one of the earliest interactive fiction computer games, with roots drawn from the original genre game, Colossal Cave Adventure.

First, please clone a starter project from here <https://bitbucket.org/gigadot/ooc-zork/overview>

In this class we will build this game using OOP.

2.1 Commands

- info
- take {item}
- drop {item}
- use {potion-item}
- go {direction}
- attack with {weapon-item}
- help
- quit

2.2 Items

- Sword: Excalibur (-20HP), Lightsaber (-30HP) (can use once and break)
- Bow and arrow: 3 uses, each use decrease 10 HP.
- Revive potion: Golden Review Potion (+20HP), Platinum Review Potion (MAX HP)

2.3 Characters

- Monster: you name it (be creative), it can retaliate.

2.4 Constraints

- A player can only hold a maximum number of 3 items.
- A player have maximum Health Point (HP) of 100 points.
- A monster is killed, you gain Experience by 0.1, so your attack will be more powerful by 1.1 times (rounded to closest integer).

2.5 Advanced

Add anything to make the game fun.