

1 MONSTER EVOLUTION

- **Extra Functionalities Implemented**

1. The use of Polymorphism
2. Different types of items in the dungeon
 - a. There are 3 types of items randomly located in the dungeon
 - i. “Cherry”, increase the player health by 1
 - ii. “Apple”, increase the player health by 2
 - iii. “Melon”, increase the player health by 3
 - b. The maximum amount of item generated for each type is a random number between 2 or 3
3. Full data validation
4. Extra coding measures for extra security

• Dungeon Interface

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Monster Evolution!

Name: ray
Skill Level: 6
Health: 10

Captured Monster: [ ]
Bugbear: 0 Platypie: 0 Emoo: 0
Evolved Monster: None

P1  -  -  P  -  -  -  -  -  -  -  O  -  -  -  -  C  -  -  -  S
-  -  -  -  -  E  -  B  -  -  -  -  E  -  -  O  -  -  B  -
O  M  -  -  -  -  -  E  O  P  -  -  -  -  -  -  -  -  A
-  -  -  -  -  -  O  -  -  -  -  -  -  E  -  -  -  -  -
-  -  -  -  O  -  -  O  -  -  -  -  E  -  -  O  -  -  C
-  -  -  B  P  -  E  -  -  B  -  -  -  P  -  -  -  -  -
-  -  -  -  E  -  -  -  -  B  E  -  A  C  -  -  B  -  -
-  -  -  -  -  -  -  -  M  -  -  -  E  P  -  -  P  B
-  -  -  -  -  B  -  -  -  -  -  -  O  -  -  B  B  -  O
-  P  A  -  -  -  -  -  -  P  -  -  -  P  -  -  P  E  -

Move[u/d/l/r]: 

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Legend:

1. P1 = Player1
2. S = Skeletor
3. B = Bugbear
4. P = Platypie
5. E = Emoo
6. O = Octopod
7. C = Cherry
8. A = Apple
9. M = Melon
- 10.u = Up
- 11.d = Down
- 12.l = Left
- 13.r = Right