

Game features that I am aiming to deliver and walks the user through how to launch the game:

- ☐ When the game begins, the player will be asked to insert their name. The only exception is that it has to be less than 21 characters, and if they don't input anything and just hit enter then there will be a default name (which is what the protagonist's name is supposed to be, similar to how in some games like Pokemon or Final Fantasy 8, when they ask you for a name, there is already a default name, but you can change it into a different name that you desire).
- ☐ After that they are told that they are about to take a test to become a knight
- ☐ The entry point for the game is in the AbusaifGame file
- ☐ They will be asked if they want a bronze sword
- ☐ After that they will be told that if to begin, they have to go North
 - ☐ To move in the map or dungeon they have to enter the first letter of a cardinal point (ei. To go North, they have to type "N" or "n")
 - ☐ By coming back to the entrance room, it will say to continue instead to begin, since they have already begun their journey
- ☐ When the player enters the main lower hallway, if they try going north right away, there will be a note that says that they can't since it is locked, so they need to find the key in order to get through
- ☐ Rooms 1, 2, 3, 4, 6, 8, 9 will have combat loops, where they fight skeletons, ghosts, and demons (demons are stronger and have a higher health than ghosts & skeletons, and ghosts are stronger and have a higher health than skeletons), and the amount varies.
 - ☐ When fighting, it will always be the user's turn first (turn-based)
 - ☐ When it is their turn, they will have the option to attack a monster, check your inventory, or check stats.
 - ☐ If they decide to check their inventory, it will show what's on them and then what's in their bag, and will be asked if they want to make any changes. If they do, then they will have the chance to change swords (or fight with no sword), get defense if they have any, use a potion if they have any, or change their username.
 - ☐ If they decide to check stats, then they will be asked who's stats they want to check, whether it is their own, their support (if they are fighting), or one of the monsters.
 - ☐ After their turn, the support will go if the player has met them. They will randomly attack a monster.
 - ☐ After that it will be the monsters' turn. If the monster is a skeleton or a demon, they will attack in every round, however, if it is a ghost, they will attack every 2 turns. If the support person isn't there, then they will all attack the player, but if the support is present, then they will attack the player or the support randomly.
 - ☐ After each character attacks, the health bar of who was attacked will be shown.
 - ☐ The fight ends if the player's HP or if all the monsters' HP are in the combat loop. If the user's HP is zero, then the game will completely end and will tell the user

that they lost. If the monsters' HP is zero, then the player will get at least one potion as a reward and continue on their adventure.

- ❑ There is no combat in hallways.
- ❑ There are two tunnels/trap doors, and both start from a narrow hallway, one from Room 3 and another from room 4.
- ❑ The map is supposed to be shaped as a sword.
 - ❑ To know where to go, the user can look at the map when not in combat and it will show which directions they can go, using |, -, and +.
- ❑ Once the player goes into room 9, they will have a partner to help fight.
 - ❑ The support can still have 0 HP and will go unconscious.
- ❑ Room 5 will be a treasure room, which will have 3 potions, a chestplate, and a key to room 9.
- ❑ To input a choice, they have to enter the letter on the left-hand side, but it doesn't matter if it's uppercase or lowercase, or if it's a yes/no question, then they enter "y", "Y", "n", or "N."
- ❑ There is a total of 7 classes
 - ❑ The AbusaifGame class is the main class and where the player begins. It's where the main method is.
 - ❑ The Character class has a list of instance variables that will be a character's stats (name, max health, current health, min damage, max damage, strength, defense). There is also an instance method that will calculate the damage the character will attack.
 - ❑ The SwordTempleMap class includes the map of the game. It will show where the player is in the map and where to go.
 - ❑ The Direction class is where there's a loop that will stop until the player gets to the exit room or their HP becomes 0. The player will be asked which direction (north, south, west, east) would they like to go. If there is no wall or lock, then the player will go in that direction (if not then they will be told so and they need to go in another direction). If the fort is locked then they need to go to another room to find a key.
 - ❑ The RoomDescription class includes descriptions of all rooms in hallways. After describing the room, if the player hasn't been in there yet, that means that they haven't defeated the monsters in the room yet, so it will go to the HasCombat class. Sometimes the player will get a reward before and after fighting the monsters when they first go inside the room. If it's before then it will go to the HasReward class.
 - ❑ The HasCombat class is where the combat loop is. It includes the player attacking the monster, the monsters attacking the player (or support if they're present) if it is their turn, and if the support is present they will attack a monster randomly (they attack before the monsters do). The player will also have the ability to check and change their inventory and check any character's stats. After the monsters have been defeated in that room it will go to the HasReward class for a reward earned after the fight.

- ❑ The HasReward class is where the user gets a sword (bronze, silver, and golden), a helmet, a chest plate, and potions. The player will get at least one potion after every fight. Room 5 and Room 7 has a treasure chest that will have 3 potions and a chest plate. There are two instance methods, one that gives the user a reward right as they walk into the room, and another that will give them a reward after they fight the monsters in the room if there are any. Once they receive the reward, they cannot get anything else from the room, so if they go back into the room they will get nothing but a description.

→ Player's stats:

- HP = 100
- Strength: 1-2
 - After receiving the bronze sword, +1 strength (2-3)
 - After receiving the silver sword, +3 strength (4-5)
 - After receiving the golden sword, +4 strength (5-6)
- Defense: 0
 - After receiving helmet, +1 defense (total: 1)
 - After receiving chestplate, +2 defense (total: 3)
- Inventory:
 - ❑ Bronze Sword
 - ❑ Silver Sword
 - ❑ Golden Sword
 - ❑ Helmet
 - ❑ Chest Plate
 - ❑ Potion (each +25 HP)

→ Skeleton's stats:

- HP = 10
- Strength: 3-4 HP
- Defense: 0

→ Ghost's stats:

- HP = 20
- Strength: 5-7 HP
 - ❑ Can only do damage if silver sword or golden sword is equipped (I might change it to only silver sword if it gets too easy when the player has a golden sword)
- Defense: 0

→ Demon's stats:

- HP = 60
- Strength: 11-13 HP
 - ❑ Can only do damage if golden sword equipped

→ Support stats:

- HP = 50
- Strength: 5-6
- Defense: 0