

Java Text-Based Role Playing Game

The topic that I will be developing in Java coding is creating a text-based interactive role playing game that is based on the user's actions. I found this topic to be interesting because I feel it would fun for both the user and the developer as well since a new adventure can be created each time and something new is inputted into the command prompt and a different outcome is created at the end of the program. This program will contain at least four classes with each containing methods to make the program more efficient and organized. The first class would be called Player and would include the creation of the player with attributes such as developing a name, the age, and what kind of nationality or type of person the character is. The next class would be call Weapon as it describes what type of weapon the character would be using and it will give a list of options that will allow the character to choose such as a baseball bat, a slingshot, or a bow and arrow. By choosing a weapon it will allow the user to go on a different path from deciding what type of character they choose to develop. Another class that will be added will be called Path, which will give the user the option to go to through more than one location and allows them to decide where they will travel throughout the game instead of the alternate. Each path will result into different interactions and determine how the game will end. One more class I will develop will be called GameOver. The code displays multiple endings in which I will create, but only one will display as each ending will be determined by the choices the user makes and creates an outcome throughout the adventure such as a bad ending or a good ending based on morals and actions. Although this seems to be a simplistic topic, more classes will be developed in the meantime that will add more complexity and interesting attributes in it. Each class will include strings, integers, and doubles to define the attributes of the player's inventory and characteristics. If and else statements and case statements will be included as they define the choices the user chooses and how the outcomes are determined. By the time the program is finished, I plan to make it a fully developed text-based adventure for the user to enjoy as well as me enjoying the development process.

Make sure that the game has enough randomization to make it interesting to play.