34/35

Nicholas Siconolfi 4/23/2019
CMPT_220L_203_19S
Professor Arias
Project Milestone

Organize the document using the subsections described in the project syllabus.

Java Text-Based Role Playing Game

The Text-Based Role Playing game that I am developing as my final project has been progressing very smoothly and is almost close to the conclusion. This project has been interesting and fun to develop as I have been going through new strategies and ways to create and run the program as best as I see fit. The process of creating this program is very time consuming as well since much thought and effort must be included in order to avoid any types of mistakes and runs thoroughly without any problems as well. This project has been fun creating as well since I am a big fan of role playing games and creating one feels like I am able to control the outcomes and creating one feels like a dream, even though it is not as complex as the ones created by developers since it is only text-based, but the effort is well shown.

The beginning of the program contains the class Player, which describes the the attributes, the classes, the physical appearance, and the name of the player. The first thing the user is asked is what they want their name to be, and the user has the freedom to type in whatever they want to. The name could be their own name or whatever their heart's content is. The next step in the Player class is to ask the user what type of class they would like to be, meaning if they would like to be a warrior, mage, or an archer, based on their personality and what they want their skill set to be. This class contains if statements such as if you put down

warrior, it determines what type of adventure the user will have and how their experience differentiates from the other sets. They differentiate by the amount of health they contain and the amount of damage they do to enemies.

The major class of this program is called Dice, meaning the user rolls a pair of dice that determine the user's adventure and what their actions will be towards enemies or their class set. The rolls show what the user's plan of attack or what the outcome of a situation is going to be. This class is also based on by the random import as the user "rolls" the dice and the outcome of a fight or situation is decided randomly based on the number of rolls that are made. Although this seems like a board game with the addition of a dice class, it allows the user to have multiple outcomes with the addition of rolls being returned at the end and the cycle keeps on going based on what numbers are obtained. Another class that was newly added into the program is called Enemybuild. This class consists of cases, with each of them with their own attributes such health, strength, and characteristics such as name and appearance. The Enemybuild class is implemented into the main class and are placed throughout the program, whenever the user decides to fight and interact with them or not. Enemies also appear in the class called Combat, which contains a while loop and cases in order for the user to determine how they will approach enemies and how they will choose the combat situations. The Combat class also contains if statements as well so they player is able to attack the enemy with either a solid weapon or with a magical skill. Since there is an if statement, the situation is based on whether the user has enough energy or mana to implement their attacks and the program allows the user to see if they have enough or if they would need to choose a different strategy in dealing with enemies. Within the Combat class, it contains the statistics as well so many types of stats such as

damage or health is converted as integers and doubles, that are defined in the beginning of the class. At the end of each combat situation of during it, it shows the health and the attack damage from both the user and the enemy known as the stats and shows the player if they level up with methods implemented into the class.

All of the classes are not listed for in this project yet, but most of the crucial and important steps are developed and the ending is almost close in reach. There still needs to be a Location class and a Gameover class, so the ending of the program can be determined. Within the majority of the classes, there will be methods in order to explain what types of data are being presented in the program and allows the user to have some sort of freedom of choice. The program is coming close to a conclusion in the near future, but still has plenty of work to be done in order to be completed officially. Based on what I learn in class, I plan to implement that knowledge into the program in order to allow the user to have a great experience. At the stage I am currently on with this project, it seems to be coming together smoothly and a little slow, but that is because the process needs to be measured carefully and thoroughly in order to work in proper form. With the time I have left to complete this project, I plan to use this time with responsibility in order to allow to use to have a great and fun journey as I had while creating this program.