Space Crusaders

Classes:

* Characters
  + String Type
    - Soldier
    - Alien
  + String description
    - User describes
  + Items arrayItems
  + Items Equipped
  + Int Health
  + Double hitChance
  + Int visibility
  + Functions
    - Getvalues
    - Setvlaues
    - Whether a shot does damage
    - Drop weapon
    - Pick up weapon
* Planets
  + String Name
    - Mercury
    - Venus
    - Earth
    - Mars
    - Jupiter
    - Saturn
    - Uranus
    - Neptune
    - Pluto
  + Arr Characters
  + Int numberOfMonsters
    - Mercury: 1 monsters (50) health each
    - Venus: 4 monsters (30) health each
    - Earth: 4 monsters (35) health each
    - Mars: 5 monsters (35) health each
    - Jupiter: 5 monsters (40) health each
    - Saturn: 5 monsters (45) health each
    - Uranus: 6 monsters (50) health each
    - Neptune: 6 monsters (55) health each
    - Pluto: 1monsters (360) health each
  + Int Weather
    - Rain(hitChance - 0.10)
    - Hot(hitChance - 0.20)
  + String Description
    - Mercury
    - Venus
    - Earth
      * Betty White and Chuck Norris have acquired immortality and taken over the world. The earth is now united under a totalitarian
    - Mars
    - Jupiter
    - Saturn
    - Uranus
    - Neptune
    - Pluto
      * Lil uzi vert has taken over the planet and you must stop him and his evil cult from taking over the solar system
  + Functions
    - Persondies
    - Getvalues
    - Setvalues
    - Findweather
* Items
  + String Name
  + String description
  + Int Damage
  + Double hitChance
    - 0-1.00
  + Functions
    - Getvalues
    - setvlaues
* Driver

Menu:

* Start game
* Quit
* View credits

Start Game:

* cout<<”Loading game…”<<endl;
* Define/Initialize all planet, character, and item objects
* Read files planet.txt, character.txt, items.txt
* cout<<”Game loaded!”<<endl;
* cout<<”Enter player description”<<endl;
* cin>>de
* Story beginning
* Mercury
  + Explore
  + Scan for life forms
  + See available weapons
  + Pick up weapon
  + Swap weapon
  + Shoot weapon
  + Get cover
  + Leave planet
    - Once all monsters are dead
* Venus
  + Same as mercury
* Earth
  + Same as mercury
  + Talk to rich the kid
* Mars
  + Same as mercury
* Jupiter
  + Same as mercury
* Saturn
  + Same as mercury
* Uranus
  + Same as mercury
* Neptune
  + Same as mercury
* Pluto
  + Same as mercury
  + Talk to rich the kid
  + Talk to lil uzi
* Story ending
* Show credits
* Load main menu

Main Story:

A lone soldier wakes up from their 21 year journey. (Insert character description). He/she opens her/his eyes for the first time in 21 years. A newly developed technology has given this person the compiled information of all human knowledge. This person is an expert in quantum mechanics, but still has no circumstantial knowledge. Only one piece of human knowledge was taken from this person’s mind: the history of humanity’s old home. He/she reads the following message: “You are a human sent by humans to explore and free our old home. Us humans originated in a remote solar system in the Milky Way galaxy. We had colonized this solar system for many centuries, but in the year 10578 AD, a mysterious force came to take our solar system. We know them as the Space Invaders. We don’t know their species or origin, only their intent. A war with the Space Invaders began, and after decades of war, us desperate humans had found a potential new solar system that was untouched by alien forces that could harbor a new beginning for mankind. In a final destructive effort, humans detonated 7 bombs, one on each continent to distract the Space Invaders as we escaped. This killed 98% of all non-human life in the solar system. At this point in time humans left never to return to the solar system until now. Your mission is to take back this solar system. You have direct orders to kill any and all threatening life. There are several threats that you will encounter. Radiation skill plagues the planet and you will only be able to sustain this radiation without long term effects for only 9 days. It is likely that life in this solar system has developed and immunity to radiation. Space Invaders and other life in the solar system might still pose a threat to your presence. It is also very likely that the nuclear extinction attracted other alien life forms that want to take their share of this solar system. We have knowledge of Space Invader weaknesses given to us from mysterious transmission from humans left on Earth. Before you land on each planet, your spacecraft will be able to collect stored information on each planet and give you a summary of what to expect when you land. Once you have completed your mission, press the red button in the spacecraft and human reinforcements will arrive. Now it’s our turn to be the invaders! Let’s go.

/////////////////MERCURY////////////////////

Planet Mercury("Mercury","planets.txt",70,1);

Character lizard("monster","hostile fire lizard", 75, 60);

lizard.pickUpItem(famas);

lizard.setEquipped(0);

Mercury.addCharacterAt(lizard, 1);

Mercury.setCurrentWeather(findWeather(Mercury));

int meds=3;

cout<<"You arrive on Mercury and bionic scans reveal there is one fire lizard within your field of view"<<endl;

cout<<"You currently have your "<<player.getItem(player.getEquipped()).getName()<<" equipped"<<endl;

while(player.getHealth()>0 && lizard.getHealth()>0)

{

Item equippedItem=player.getItem(player.getEquipped());

int move;

cout<<"Do you...?\n1)Take cover and heal\n2)Shoot\n3)Take cover and change weapons"<<endl;

cin>>move;

cin.clear();

switch (move)

{

case 1:

if(meds>0)

{

cout<<"You eat one slice of roast beef."<<endl;

player.setHealth(player.getHealth()+30);

meds--;

}

else

{

cout<<"You are out of roast beef."<<endl;

}

break;

case 2:

if(hit(Mercury.getCurrentWeather(),lizard.getHitChance()))

{

player.setHealth(player.getHealth()-famas.getDamage());

cout<<"You took "<<famas.getDamage()<<" damage."<<endl;

}

else

{

cout<<"The lizard missed his shot"<<endl;

}

if(hit(Mercury.getCurrentWeather(),player.getHitChance()))

{

lizard.setHealth(lizard.getHealth()-equippedItem.getDamage());

cout<<"The lizard took "<<equippedItem.getDamage()<<" damage."<<endl;

}

else

{

cout<<"You missed your shot"<<endl;

}

break;

case 3:

int choice;

cout<<"Which weapon do you want to equip?\n1)"<<player.getItem(0).getName()<<"\n2)"<<player.getItem(1).getName()<<"\n3)"<<player.getItem(2).getName()<<"\n4)"<<player.getItem(3).getName()<<"\n5)"<<player.getItem(4).getName()<<endl;

cin>>choice;

cin.clear();

switch (choice)

{

case 1:

player.setEquipped(0);

break;

case 2:

player.setEquipped(1);

break;

case 3:

player.setEquipped(2);

break;

case 4:

player.setEquipped(3);

break;

case 5:

player.setEquipped(4);

break;

default:

cout<<"invalid option"<<endl;

}

break;

default:

cout<<"incorrect input"<<endl;

}

cout<<"Your health: "<<player.getHealth()<<"\nEnemies total health: "<<lizard.getHealth()<<endl;

}

if(player.getHealth()==0)

{

cout<<"Game Over."<<endl;

//return to main menu

}

else

{

cout<<"You killed all enemies."<<endl;

}

int move;

while(move!=4)

{

cout<<"Do you...?\n1)Explore\n2)Pick up weapon\n3)Replace weapon\n4)Leave planet"<<endl;

cin>>move;

cin.clear();

switch (move)

{

case 1:

cout<<"You find the "<<famas.getName()<<endl;

break;

case 2:

player.pickUpItem(famas);

break;

case 3:

int choice;

cout<<"Which item would you like to replace?\n1)"<<player.getItem(0).getName()<<"\n2)"<<player.getItem(1).getName()<<"\n3)"<<player.getItem(2).getName()<<"\n4)"<<player.getItem(3).getName()<<"\n5)"<<player.getItem(4).getName()<<endl;

cin>>choice;

switch (choice)

{

case 1:

player.replaceItem(0,famas);

break;

case 2:

player.replaceItem(1,famas);

break;

case 3:

player.replaceItem(2,famas);

break;

case 4:

player.replaceItem(3,famas);

break;

case 5:

player.replaceItem(4,famas);

break;

default:

cout<<"invalid option"<<endl;

}

break;

case 4:

break;

default:

cout<<"invalid option"<<endl;

}

}

////////////VENUS///////////////

Planet Venus("Venus","planets.txt",50,7);

Character ant1("monster","hostile mutant fire ant", 20, 70);

Venus.addCharacterAt(ant1, 1);

Character ant2("monster","hostile mutant fire ant", 20, 70);

Venus.addCharacterAt(ant2, 2);

Character ant3("monster","hostile mutant fire ant", 20, 70);

Venus.addCharacterAt(ant3, 3);

Character ant4("monster","hostile mutant fire ant", 20, 70);

Venus.addCharacterAt(ant4, 4);

Character ant5("monster","hostile mutant fire ant", 20, 70);

Venus.addCharacterAt(ant5, 5);

Character ant6("monster","hostile mutant fire ant", 20, 70);

Venus.addCharacterAt(ant6, 6);

Character ant7("monster","hostile mutant fire ant", 20, 70);

Venus.addCharacterAt(ant7, 7);

for(int i=1;i<8;i++)

{

Venus.getCharacter(i).pickUpItem(ar);

}

Venus.setCurrentWeather(findWeather(Venus));

meds=3;

cout<<"You arrive on Venus and bionic scans reveal there are fire ants within your field of view"<<endl;

cout<<"You currently have your "<<player.getItem(player.getEquipped()).getName()<<" equipped"<<endl;

while(player.getHealth()>0 && (ant1.getHealth()+ant2.getHealth()+ant3.getHealth()+ant4.getHealth()+ant5.getHealth()+ant6.getHealth()+ant7.getHealth())>0)

{

Item equippedItem=player.getItem(player.getEquipped());

cout<<"Do you...?\n1)Take cover and heal\n2)Shoot\n3)Take cover and change weapons"<<endl;

cin>>move;

cin.clear();

switch (move)

{

case 1:

if(meds>0)

{

cout<<"You eat one slice of roast beef."<<endl;

player.setHealth(player.getHealth()+30);

meds--;

}

else

{

cout<<"You are out of roast beef."<<endl;

}

break;

case 2:

if(hit(Venus.getCurrentWeather(),ant1.getHitChance()))

{

player.setHealth(player.getHealth()-ar.getDamage());

cout<<"You took "<<ar.getDamage()<<" damage."<<endl;

}

else

{

cout<<"The ant missed his shot"<<endl;

}

if(hit(Venus.getCurrentWeather(),player.getHitChance()))

{

for(int i=1;i<8;i++)

{

if(Venus.getCharacter(i).getHealth()>0)

{

Venus.getCharacter(i).setHealth(5);

cout<<Venus.getCharacter(i).getHealth()-equippedItem.getDamage()<<endl;

cout<<Venus.getCharacter(i).getType()<<endl;

cout<<Venus.getCharacter(i).getHealth()<<endl;

break;

}

}

cout<<"An ant took "<<equippedItem.getDamage()<<" damage."<<endl;

}

else

{

cout<<"You missed your shot"<<endl;

}

break;

case 3:

int choice;

cout<<"Which weapon do you want to equip?\n1)"<<player.getItem(0).getName()<<"\n2)"<<player.getItem(1).getName()<<"\n3)"<<player.getItem(2).getName()<<"\n4)"<<player.getItem(3).getName()<<"\n5)"<<player.getItem(4).getName()<<endl;

cin>>choice;

cin.clear();

switch (choice)

{

case 1:

player.setEquipped(0);

break;

case 2:

player.setEquipped(1);

break;

case 3:

player.setEquipped(2);

break;

case 4:

player.setEquipped(3);

break;

case 5:

player.setEquipped(4);

break;

default:

cout<<"invalid option"<<endl;

}

break;

default:

cout<<"incorrect input"<<endl;

}

cout<<"Your health: "<<player.getHealth()<<"\nEnemy health: "<<ant1.getHealth()<<"\nEnemy health: "<<ant2.getHealth()<<"\nEnemy health: "<<ant3.getHealth()<<"\nEnemy health: "<<ant4.getHealth()<<"\nEnemy health: "<<ant5.getHealth()<<"\nEnemy health: "<<ant6.getHealth()<<"\nEnemy health: "<<ant7.getHealth()<<endl;

}

if(player.getHealth()==0)

{

cout<<"Game Over."<<endl;

//return to main menu

}

else

{

cout<<"You killed all enemies."<<endl;

}

while(move!=4)

{

cout<<"Do you...?\n1)Explore\n2)Pick up weapon\n3)Replace weapon\n4)Leave planet"<<endl;

cin>>move;

cin.clear();

switch (move)

{

case 1:

cout<<"You find the "<<famas.getName()<<endl;

break;

case 2:

player.pickUpItem(famas);

break;

case 3:

int choice;

cout<<"Which item would you like to replace?\n1)"<<player.getItem(0).getName()<<"\n2)"<<player.getItem(1).getName()<<"\n3)"<<player.getItem(2).getName()<<"\n4)"<<player.getItem(3).getName()<<"\n5)"<<player.getItem(4).getName()<<endl;

cin>>choice;

switch (choice)

{

case 1:

player.replaceItem(0,famas);

break;

case 2:

player.replaceItem(1,famas);

break;

case 3:

player.replaceItem(2,famas);

break;

case 4:

player.replaceItem(3,famas);

break;

case 5:

player.replaceItem(4,famas);

break;

default:

cout<<"invalid option"<<endl;

}

break;

case 4:

break;

default:

cout<<"invalid option"<<endl;

}

}

/////////EARTH/////////////

Planet Earth("Earth","planets.txt",10,2);

Character SI1("monster","Space Invader soldier",120,80);

Earth.addCharacterAt(SI1,1);

Character SI2("monster","Space Invader soldier",120,80);

Earth.addCharacterAt(SI2,2);

for(int i=1;i<3;i++)

{

Earth.getCharacter(i).pickUpItem(sniper);

}

Planet Mars("Mars","planets.txt",30,3);

Character SI3("monster","Space Invader soldier",120,80);

Mars.addCharacterAt(SI3,1);

Character SI4("monster","Space Invader soldier",120,80);

Mars.addCharacterAt(SI4,2);

Character SI5("monster","Space Invader soldier",120,80);

Mars.addCharacterAt(SI5,3);

for(int i=1;i<4;i++)

{

Mars.getCharacter(i).pickUpItem(snw);

}

Planet Jupiter("Jupiter","planets.txt",75,1);

Character Kardashian1("monster","hostile Kardashian",200,50);

Jupiter.addCharacterAt(Kardashian1,1);

Character Kardashian2("monster","hostile Kardashian",200,50);

Jupiter.addCharacterAt(Kardashian2,2);

Character Kardashian3("monster","hostile Kardashian",200,50);

Jupiter.addCharacterAt(Kardashian3,3);

for(int i=1;i<4;i++)

{

Jupiter.getCharacter(i).pickUpItem(jet);

}

Planet Saturn("Saturn","planets.txt",85,1);

Character Dolfinbat1("monster","hostile Dolfinbat",25,80);

Saturn.addCharacterAt(Dolfinbat1,1);

Character Dolfinbat2("monster","hostile Dolfinbat",25,80);

Saturn.addCharacterAt(Dolfinbat2,2);

Character Dolfinbat3("monster","hostile Dolfinbat",25,80);

Saturn.addCharacterAt(Dolfinbat3,3);

Character Dolfinbat4("monster","hostile Dolfinbat",25,80);

Saturn.addCharacterAt(Dolfinbat4,4);

Character Dolfinbat5("monster","hostile Dolfinbat",25,80);

Saturn.addCharacterAt(Dolfinbat5,5);

for(int i=1;i<6;i++)

{

Saturn.getCharacter(i).pickUpItem(teeth);

}

Planet Uranus("Uranus","planets.txt",90,1);

Character Icee1("monster","hostile Icee Bear",250,30);

Uranus.addCharacterAt(Icee1,1);

Character Icee2("monster","hostile Icee Bear",250,30);

Uranus.addCharacterAt(Icee2,2);

for(int i=1;i<3;i++)

{

Uranus.getCharacter(i).pickUpItem(paws);

}

Planet Neptune("Neptune","planets.txt",60,1);

Character SI6("monster","Space Invader soldier",120,80);

Neptune.addCharacterAt(SI6,1);

Character SI7("monster","Space Invader soldier",120,80);

Neptune.addCharacterAt(SI7,2);

Character SI8("monster","Space Invader soldier",120,80);

Neptune.addCharacterAt(SI8,3);

Character SI9("monster","Space Invader soldier",120,80);

Neptune.addCharacterAt(SI9,4);

Character SI10("monster","Space Invader soldier",120,80);

Neptune.addCharacterAt(SI10,5);

for(int i=1;i<6;i++)

{

Neptune.getCharacter(i).pickUpItem(wns);

}

Planet Pluto("Pluto","planets.txt",10,1);

Character Uzi("boss","Lil Uzi Vert in the flesh",500,100);

Pluto.addCharacterAt(Uzi,1);

Uzi.pickUpItem(bigUzi);

}