


CP FINAL PROJECT REPORT

This report was made to deliver a few aspects of the on-going project that need to be evaluated thoroughly.



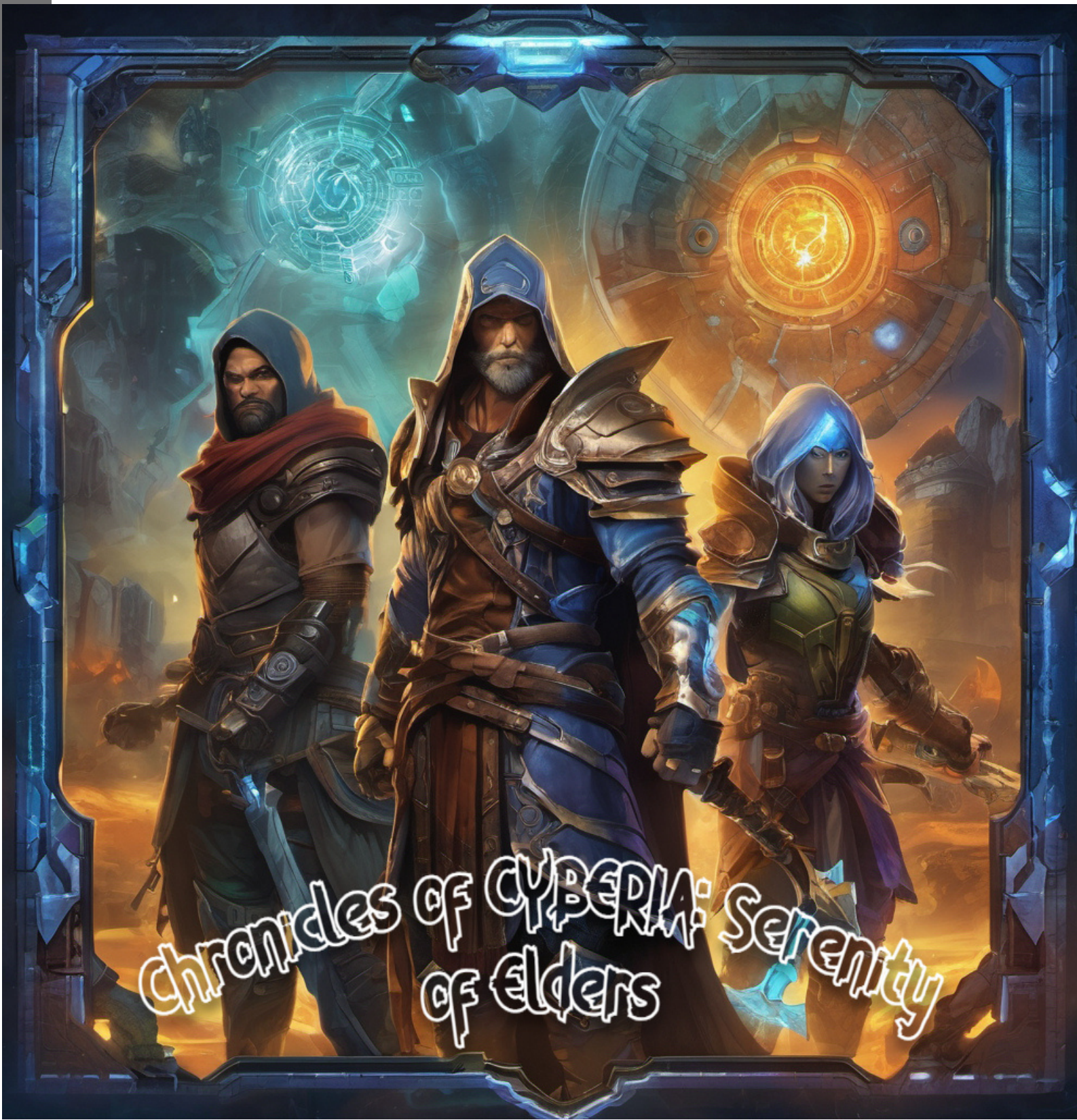
ABOUT OUR PROJECT



Welcome to Chronicles of CYBERIA: Serenity of Elders an immersive console-based RPG set in the mythical land of CYBERIA. In this game, players have the opportunity to create their own legendary hero, embark on epic quests, engage in turn-based battles against mythical creatures, and shape the destiny of their character through dynamic storytelling.

POSTER OF GAME

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Chronicles of CYBERIA: Serenity
of Elders

VISION

the vision is to create an a game that is best of its kind and has a user friendly environment.

MISSION

- Create a compelling and dynamic storyline with branching paths.
- To create a game that is user friendly.
- Continuously refine and optimize the game loop to ensure a seamless gaming experience.



OVERVIEW OF THE PROJECT

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User and Mission Structs:

- **User** struct represents the player's character, storing information such as username, class, health, experience points (XP), and inventory.
- **Mission** struct represents the available missions in the game, with a name and difficulty level.

Functions:

- **initializeUser:** Takes user input to initialize the player's character with a name, class, health, XP, and an empty inventory.
- **displayUserInfo:** Displays the player's character information and inventory.
- **missionsinitialize:** Initializes a mission based on the given mission number.
- **displayMissions:** Displays the available missions for the player to choose from.
- **missionSelection:** Allows the player to select a mission by entering a number.
- **Story:** Provides a narrative introduction for each selected mission.
- **war:** Simulates a battle with an enemy based on the selected mission, involving random damage calculations.
- **levelUp:** Increases the player's health upon reaching a certain XP threshold.

Main Function:

- The main function begins with a captivating ASCII art introduction and a brief narrative setting the stage for the game.
- The player is prompted to choose a character class and progresses through a loop of missions, battling enemies and making decisions.
- The game tracks the player's health, XP, and inventory, and offers the option to continue or exit after completing each mission.
- The game ends if the player's health drops to zero or if they choose to exit.

ASCII Art:

- The code incorporates an ASCII art message at the beginning to enhance the visual presentation of the game's title and theme.

Pause Functionality:

- The **'system("pause")'** function is used to pause the game after each turn, allowing the player to read messages before proceeding.

Sleep Function:

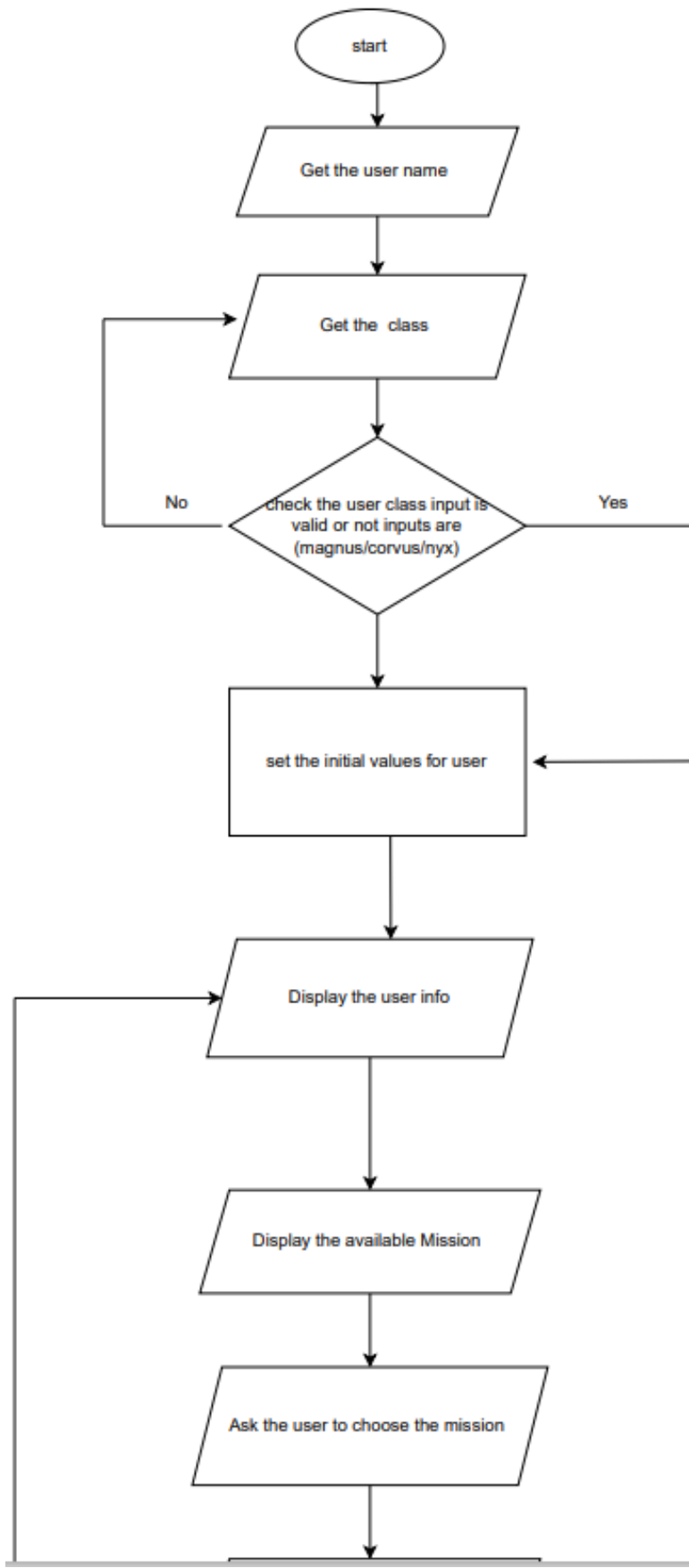
- **'this_thread::sleep_for'** is used to introduce a delay in printing each character of the ASCII art, creating a visually appealing effect.

Conclusion:

- The game loop continues until the player either completes all missions, chooses to exit, or their character's health reaches zero.

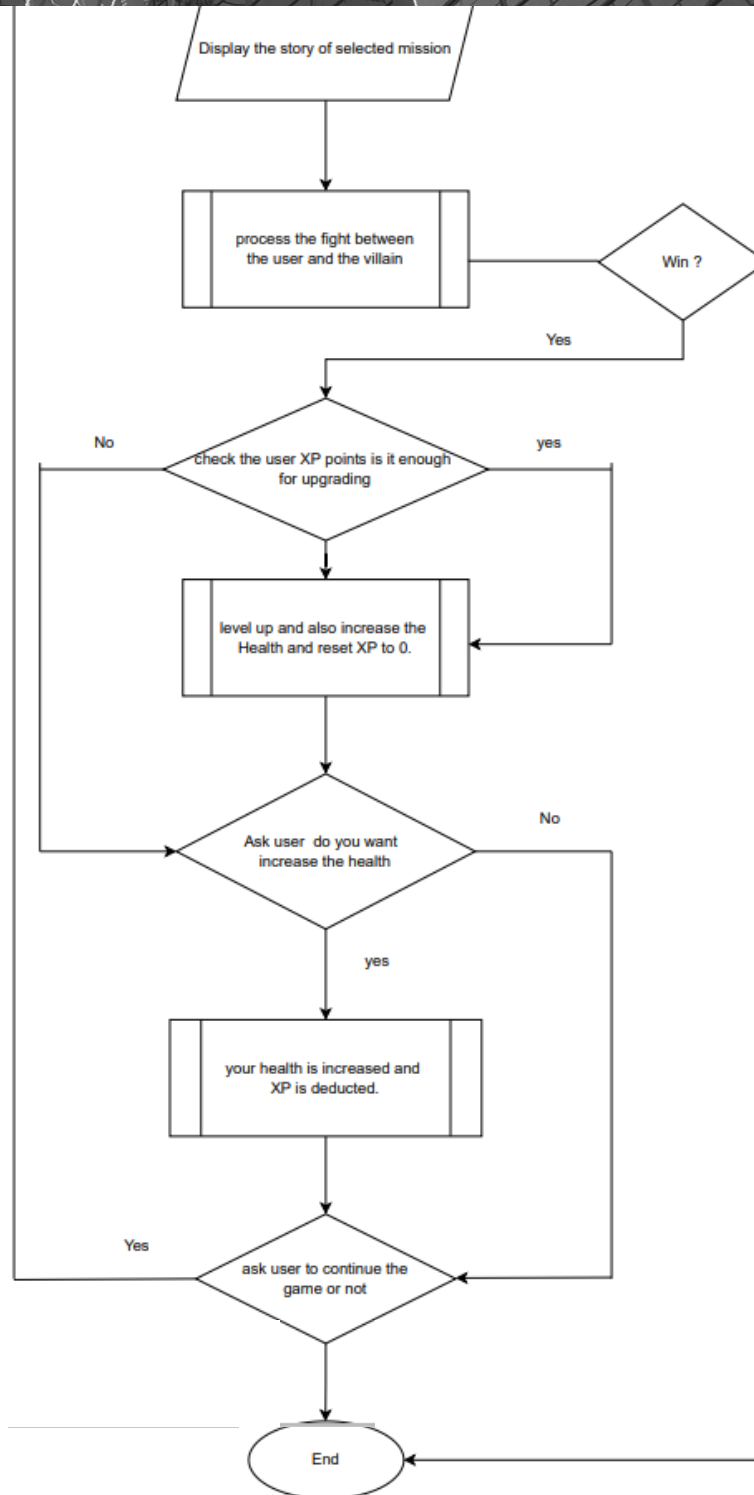
FLOWCHART OF PROJECT

07



REMIANING FLOWCHART OF PROJECT

08



SCREENSHOTS OF PROJECT

09

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CHRONICLES OF
SERENITY OF ELDERS
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SERENITY OF ELDERS

WELCOME to 'Chronicles of CYBERIA: Serenity of Elders '

In the year 2126, the world is under the oppressive rule of the \$UPERIOR\$, who seek to assimilate humanity into a cybernetic regime. Join our heroes: a warrior who escaped the clutches of the \$UPERIOR\$, a librarian turned mage preserving ancient wisdom, and a rogue mastering stealth in the face of high-tech tyranny.

As you navigate this cybernetic era, your choices will shape the destiny of a world torn between ancient mysticism and technological dominance. Are you ready to lead the rebellion and restore freedom?

Enter your name: Mustafa Dilawar Khan

Enter your name: Mustafa Dilawar Khan

Enter your hero class (magnus/corvus/nyx): nyx

In shadows' dance, Nyx's silent steps echo tales of a mage turned rogue.

Armed with a modified arsenal, she maneuvers through the labyrinth of cybernetic dominance.

Special guards, mere whispers in her wake, seek the elusive resistance she embodies.

Nyx, a symbol of hope, fights against the encroaching machinery for a world yearning for freedom.

Character Information:

Name: Mustafa Dilawar Khan

Class: nyx

Health: 100

Experience: 0

Inventory:

Available Missions:

1. Operation ShadowNet Override (Difficulty: 1)
2. Project Binary Sentinel (Difficulty: 2)
3. Operation Neon Serpent Strike (Difficulty: 3)

Enter the number of the Mission you want to play:

SCREENSHOTS OF PROJECT

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Available Missions:

1. Operation ShadowNet Override (Difficulty: 1)
2. Project Binary Sentinel (Difficulty: 2)
3. Operation Neon Serpent Strike (Difficulty: 3)

Enter the number of the Mission you want to play: 1

Mission 1. Operation ShadowNet Override (Difficulty: 1) is selected.

The villain you will be facing is named CyberVanguard X1:

In the dark corners of the digital realm, the notorious CyberVanguard X1 has emerged. Their cybernetic minions are wreaking havoc, and it's up to you to stop their nefarious plans! Your MISSION is to infiltrate their virtual lair and neutralize the threat!

Battle Start! You are standing in front of a strong enemy!

You dealt 3 damage to the enemy The enemy dealt 2 damage to you.

Your Health: 98, Enemy's Health: 29

Press any key to continue . . .

You dealt 3 damage to the enemy The enemy dealt 1 damage to you.

Your Health: 97, Enemy's Health: 26

Press any key to continue . . .

You dealt 2 damage to the enemy The enemy dealt 1 damage to you.

Your Health: 96, Enemy's Health: 24

Press any key to continue . . .

You dealt 4 damage to the enemy The enemy dealt 2 damage to you.

Your Health: 94, Enemy's Health: 20

Press any key to continue . . .

You dealt 10 damage to the enemy The enemy dealt 2 damage to you.

Your Health: 92, Enemy's Health: 10

Press any key to continue . . .

You dealt 8 damage to the enemy The enemy dealt 3 damage to you.

Your Health: 89, Enemy's Health: 2

Press any key to continue . . .

You dealt 6 damage to the enemy The enemy dealt 2 damage to you.

Your Health: 87, Enemy's Health: -4

Press any key to continue . . .

You defeated the enemy!

Warning! If you increase your health, experience points will be deducted.

Press any key to continue . . .

OUR SUPER TEAM



Furqan Ahmad
01-131232-024



**Syed Muhammad
Saeed**
01-131232-086



**Mustafa Dilawar
khan**

01-131232-074

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A low-angle, upward-looking photograph of several modern skyscrapers with glass facades, similar to the one in the header. The entire image is overlaid with a semi-transparent purple filter. The text "THANK YOU" is centered in white, bold, sans-serif capital letters.

**THANK
YOU**