Liam Dowling T00199360 Requirements Specification

The Application itself should run the game seamlessly, regardless of the input provided by the user. The exception handling section of the code should catch any invalid inputs. That said there is very little opportunity for invalid inputs to be entered as the game is mostly interacted with button clicks.

The user upon running the game will be asked if they are a new or existing player. If they click no, the game proceeds to the main menu. If they click yes, they are prompted to enter their details. These details will be stored in the player.txt.

Once the user reaches the main screen, they should be presented with three buttons to chose from. The first option is to start the game. The second, to see the existing list of people that have played the game on that machine. The third button will be simply to exit the system.

If the user clicks the second option, then a .txt file will be opened and the user will be able to see the list of players that have played the game on that machine.

If the user clicks the first option then the game itself will be “played”.

The opening message will be displayed on the DisplayWindow JFrame. The user will be given four directional options to proceed from the entrance. They can head north, south, east, or west.

Irrespective of directional decision the game will proceed and present the user with a “fight scene”. The game will randomly generate an enemy from a predefined list of enemies. The user can choose to either attack, heal, try and sneak past or run away.

If the user chooses to attack, a noise will play depending on what enemy they are attacking. The enemy will hit the player back. Attack values will be randomised with a cap on max damage. The enemies health will also be randomised again with a cap on the max health.

If the user selects to heal they will have four health potions by default, this amount will deplete as the player uses them. The health potions will heal the player. Once the player runs out of health potions they will be told to eliminate opponents to earn more.

If the user selects to sneak past the opponent there should be a 50/50 chance for the players stealth to succeed or fail.

If the user selects to run away, the distance from the “treasure” is randomised. It could seriously help or hinder the players progress in the game.

If the player dies in combat then the game over screen is displayed. If the enemy dies in combat then the user progresses to the next area.

The game iterates through the same scenes from the direction choice and enemy attack until the player reaches the end goal or “treasure”. This should take ten enemies to happen.

When the player defeats an enemy there should be a ¼ chance for a health potion to drop. These will obviously replenish the players supply of health potions.

When the player wins the game and reaches the treasure then the JOptionPane is displayed with the win message. The game screens then clears and the game waits five seconds and closes.



