ICS4U Project Proposal: Space RPG

Problem Description:

There have always been people with too much free time on their hands and nothing interesting to do.

Proposed Solution:

Create an RPG game for bored people to play.

Functionality:

* Store player account information: levels, skills, inventory, etc.
* Retrieve player account information after verification through login system
* Store updates to main map / room
* Retrieve information of main map and load scene
* Randomly generate quest maps (temporary) and monsters with difficulty based on player level
* Turn-based combat

Target Market:

Bored individuals of any age.

Solution Mastery Aspects:

* OOP: classes for different types of players, maps, objects, etc.
* Array of Objects: arrays of monsters, objects in each scene
* File Input: load player, game information
* File Output: save player, main map information
* Sorting: sort inventory
* Searching: searching for information of specific player
* Recursion: generating maps, in combat (if enemy is not dead, call method again)