ICS4U Project Proposal:

Problem Description:

Many people are always bored

Proposed Solution:

Create an RPG game for bored people to play

Functionality:

Store player account information: levels, skills, inventory, etc.

Story history of completed adventures, save and load

Search for player, load content if username and password verified

Combat against monsters

Target Market:

Bored people of any age

Solution Mastery Aspects:

OOP: classes for players, maps, objects, etc.

Array of Objects: arrays on monsters, objects in each scene

File Input: load player, game information

File Output: save player information

Sorting: sort inventory

Searching: searching for information of specific player

Recursion: generating maps, in combat (if enemy is not dead, call method again)