Final Project Proposal

TIMOTHY CLUBINE | PROJECT & PORTFOLIO II
E: TCCLUBINE@STUDENT.FULLSAIL.EDU

WEB DESIGN & DEVELOPMENT
FULL SAIL UNIVERSITY

Project Synopsis

FINAL PROJECT

PROPOSAL

MONSTER SLAYER

Monster Slayer is a turn based action game. The player will be able to select a role: Wizard, Warrior, or Archer. Each role will have different attack values and skills the player can use to fight a monster. Each role will will contain one special attack which will do increased damage to the monster and the second skill will be defensive making the player take no damage from the monster. The monsters will attack the player one at a time until there are no more monsters left, the player dies, or the player runs away. Each monster will increase in difficulty so that the player will have to come up with new strategies to defeat each monster.

DESCRIPTION OF SKILL

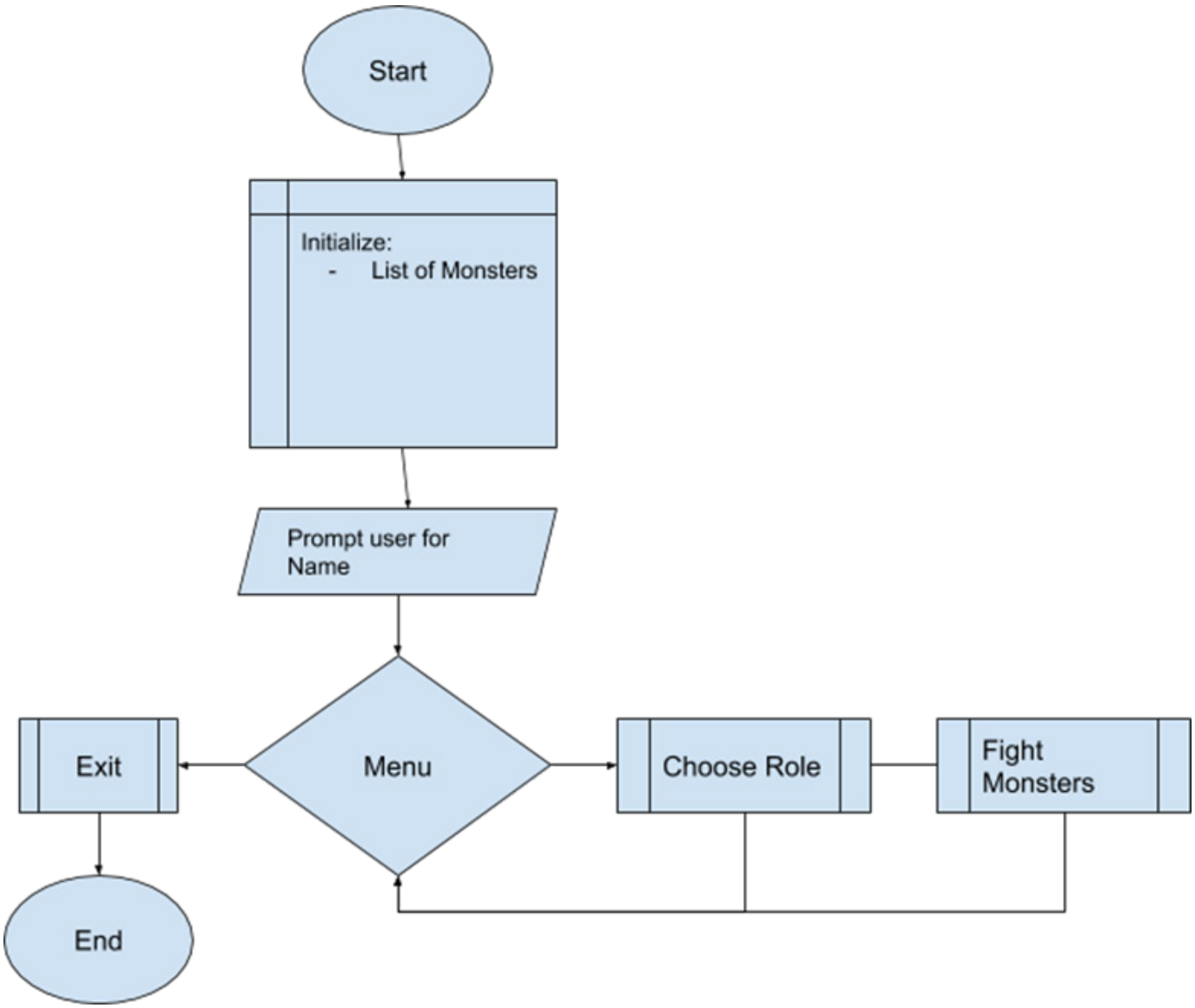
This program will contain an abstract Parent class. The Parent class will contain the following fields: name, attack, skillAttack, health, armor, attackableStatus. The Parent class will have two virtual methods: SpecialAttack() that will return an int, HeroStatus() that will return a bool. Classes: Warrior, Wizard, and Archer will inherit from the Parent Class. The Monster class will inherit from the parent class and contain a description field.

File I/O will be used to create the List of Monsters from a file in the Main. This will allow for easy modification, additions, or substractions of the monster list. This file should be hidden to prevent players from accessing it on the local drive. Later editions may use a server to hold the file.

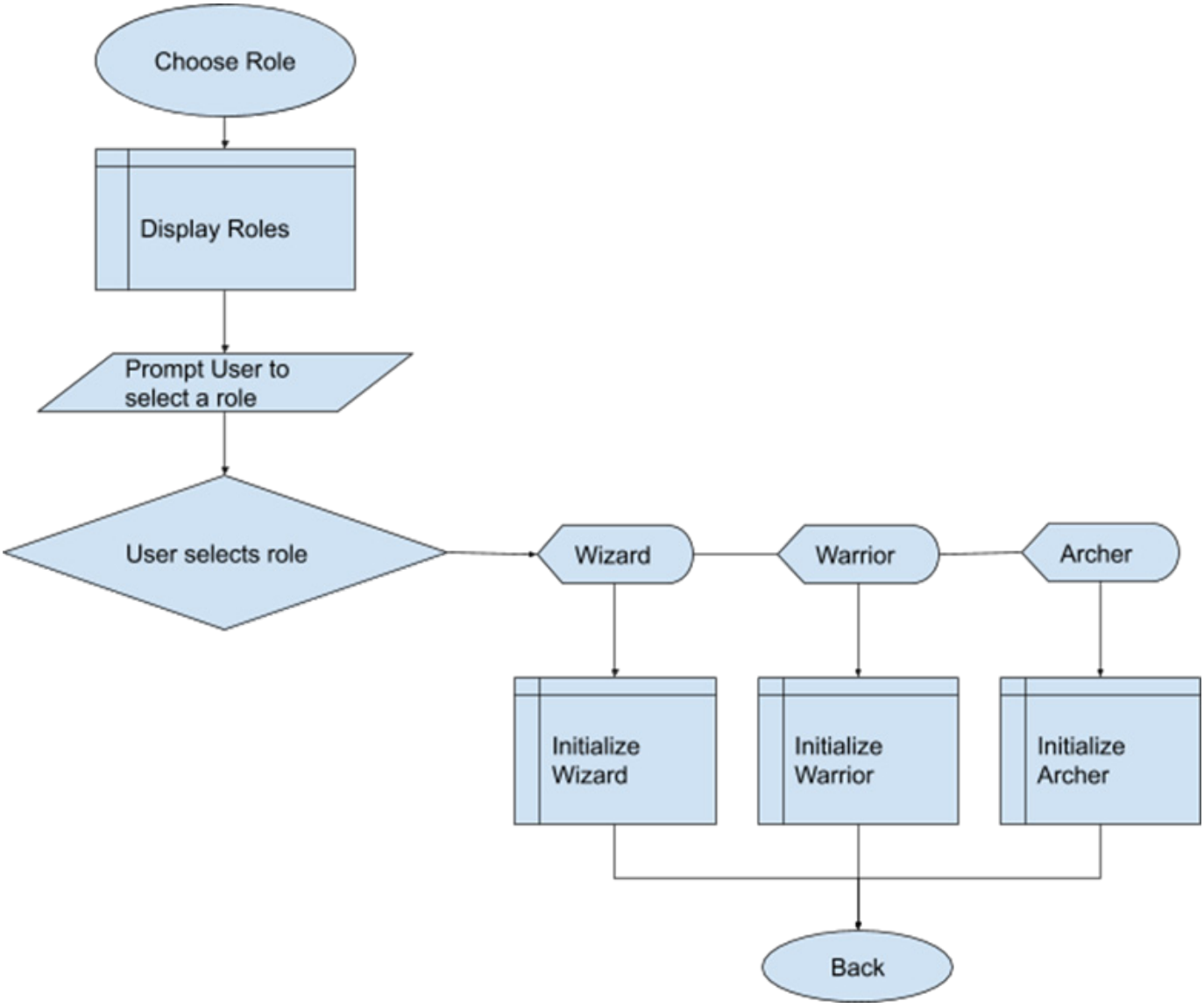
From there the player will be able to set a name for themselves and use the menu to select a role: Warrior, Wizard, or Archer. The player may change roles at any time on this menu. After the role has been selected they will be able to select the fight monster option.

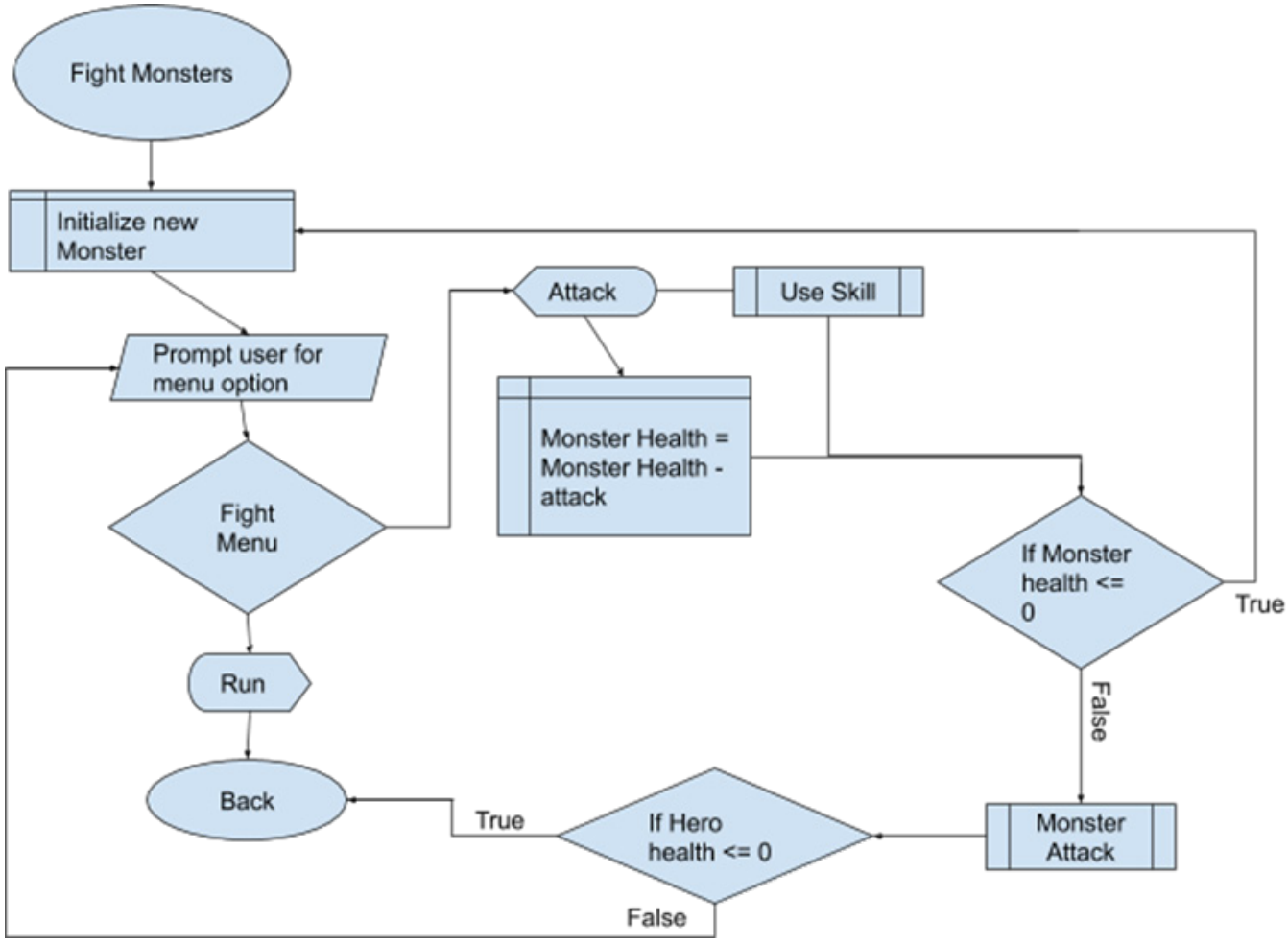
While fighting monsters, the player will be able to: Attack, Use Skills, or Run Away. These options will be available until all of the monsters are defeated or the Player loses all of their health points. If the player runs away they will be returned to the previous menu. If the Player selects the Use Skill option, two options will become available: special attack or defensive ability. The special attack will do additional damage to the monster based on the role selected. The defensive ability will make it so when the monster attacks, the Player takes no damage. When a monster loses it's Health points it will be removed from the List of Monsters and a new monster will be presented to the Player. After the Player has made their selection, the monster will attack. The attack will succeed if the player status is true.

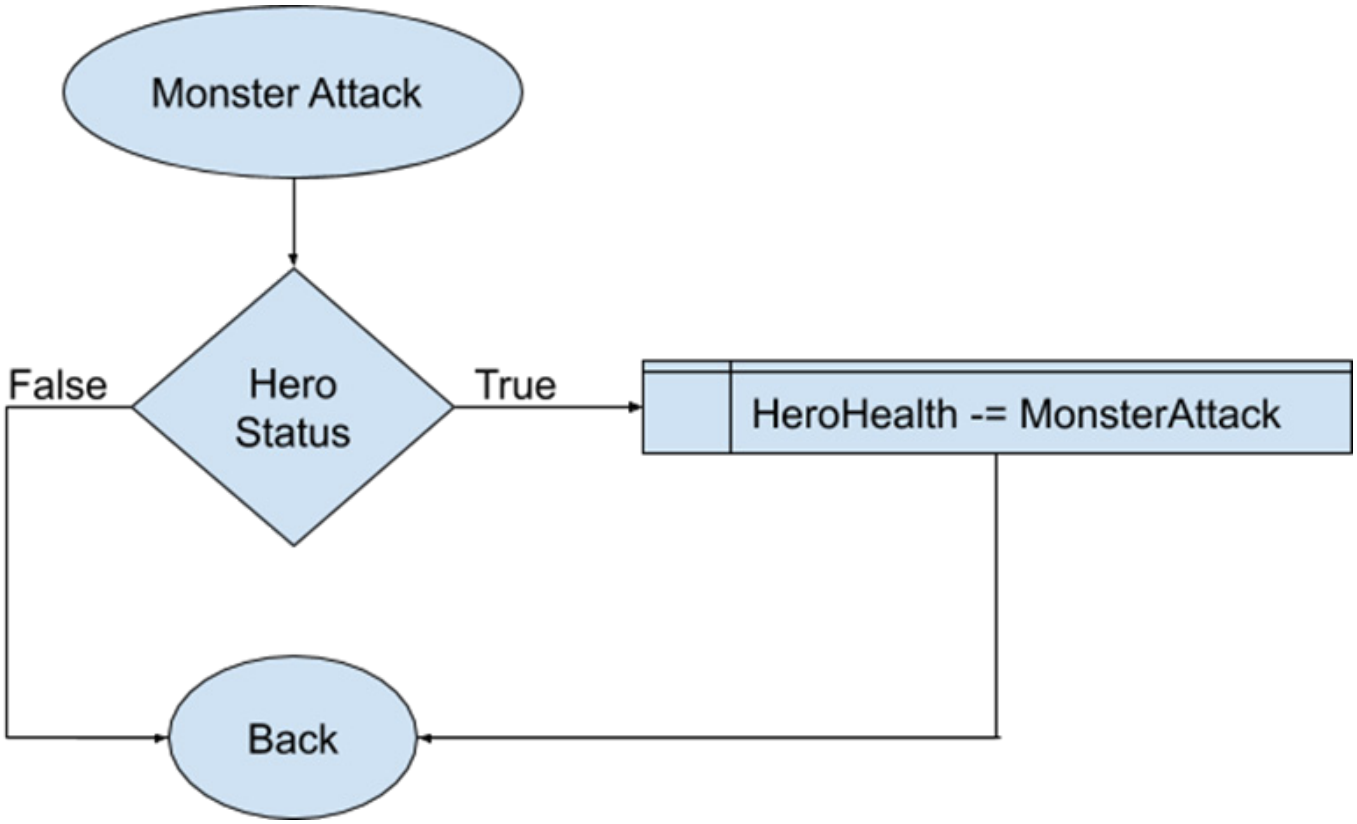
FLOW CHART

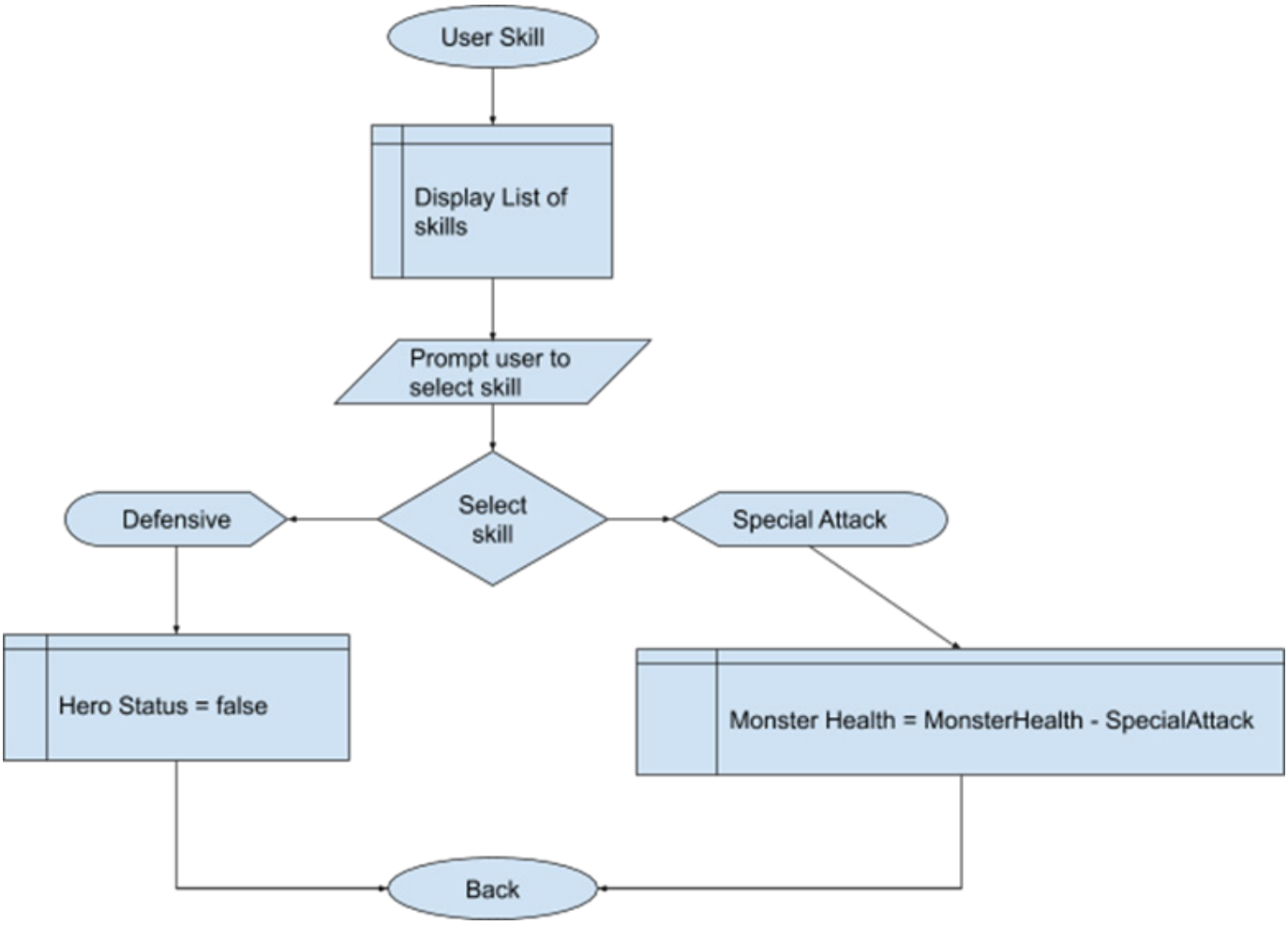

Start
Initialize:
- List of Monsters
Prompt user for Name
Menu
Exit
Choose Role
Fight Monsters
End

FLOW CHART


Choose Role
Display Roles
Prompt User to select a role
User selects role
Wizard
Warrior
Archer
Initialize Wizard
Initialize Warrior
Initialize Archer
Back


Fight Monsters
Initialize new Monster
Prompt user for menu option
Fight Menu
Attack
Use Skill
Monster Health = Monster Health - attack
If Monster health <= 0
True
False
Run
Back
True
If Hero health <= 0
Monster Attack
False


Monster Attack
Hero Status
False
True
HeroHealth -= MonsterAttack
Back


User Skill
Display List of skills
Prompt user to select skill
Select skill
Defensive
Special Attack
Hero Status = false
Monster Health = MonsterHealth - SpecialAttack
Back

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