

AIDAN KIRVAN

T1A3 TERMINAL APPLICATION

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# THE CONCEPT

“A GAME THAT USES TURN BASED COMBAT AND A VAGUE ASSORTMENT OF RULES AND SYSTEMS FROM FIFTH EDITION DUNGEONS AND DRAGONS THAT PLAYS LIKE AN ARCADE GAME”



# FEATURES

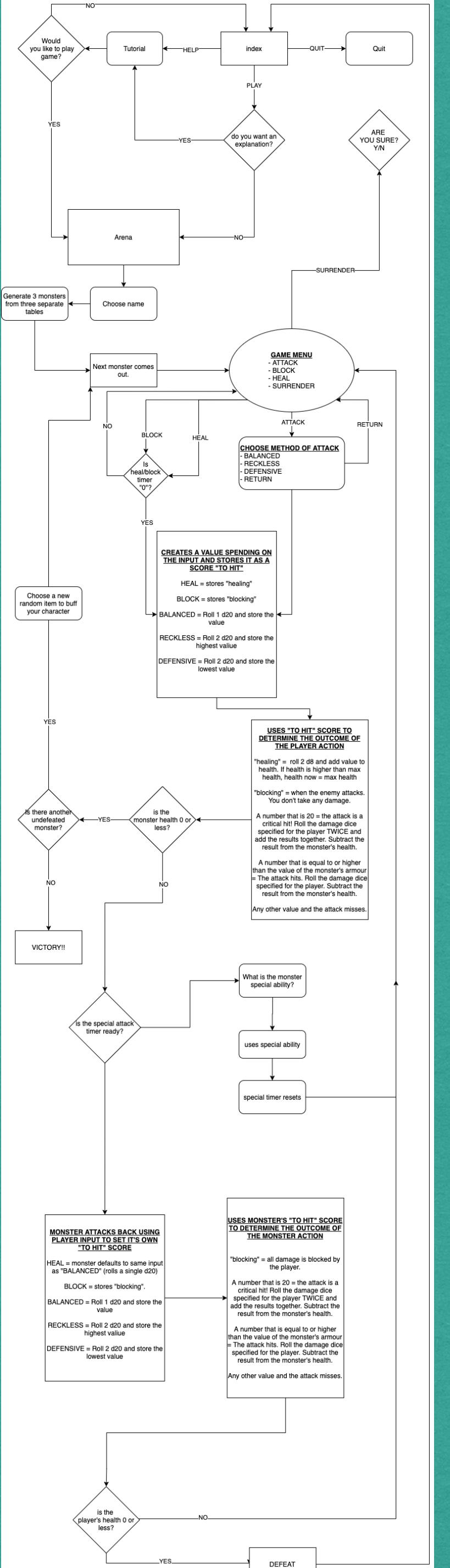
- DICE ROLLING MECHANICS
  - (SOME) RULES FROM D&D 5e
    - Similar Dice Usage
    - Advantage / Disadvantage System
    - Critical Hits
    - Monster Names and Attack Types  
**(HEAVILY MODIFIED)**
  - RANDOMISED ENCOUNTERS
  - TURN-BASED COMBAT
  - ITEMS AND ABILITIES BEYOND  
ATTACKING

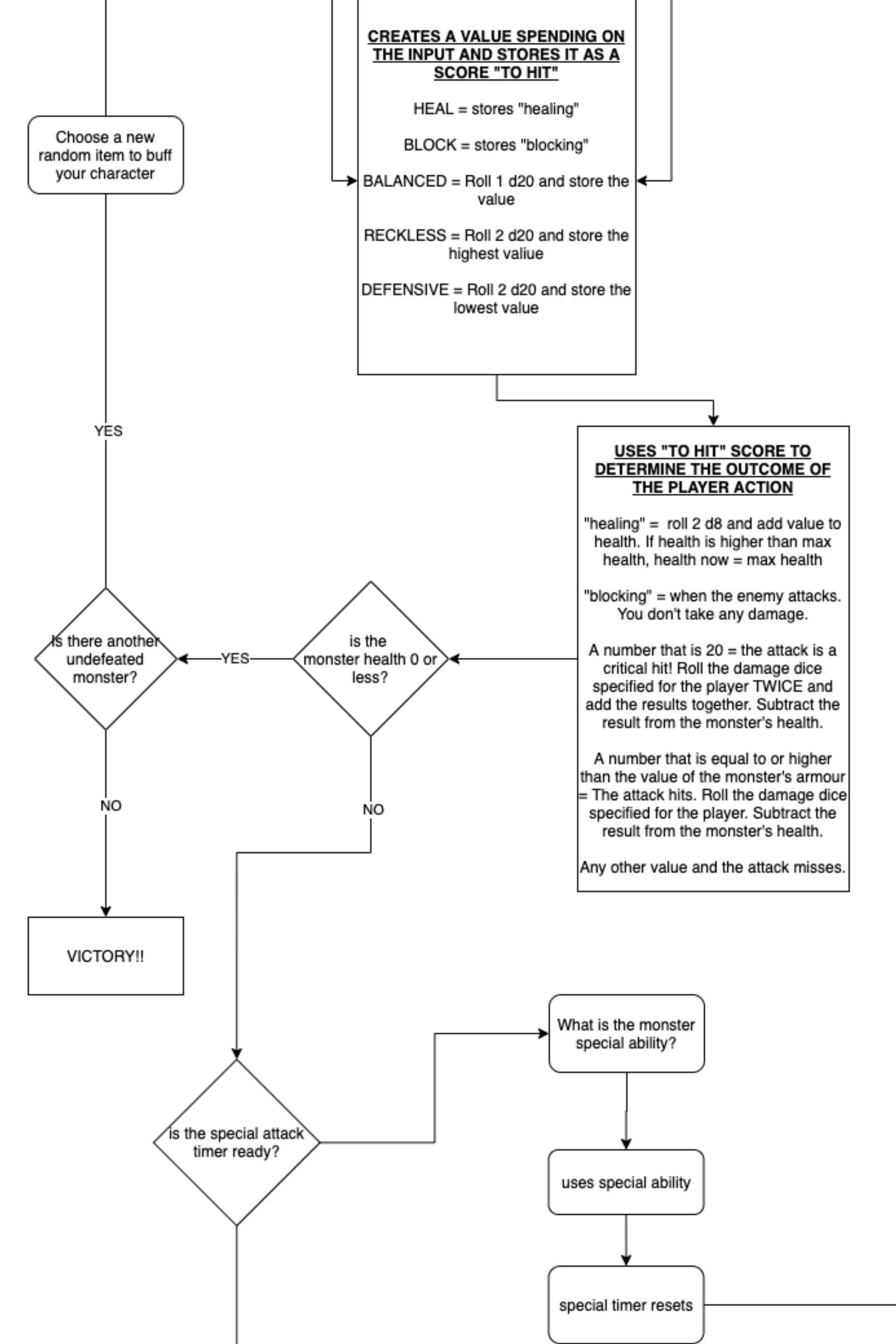
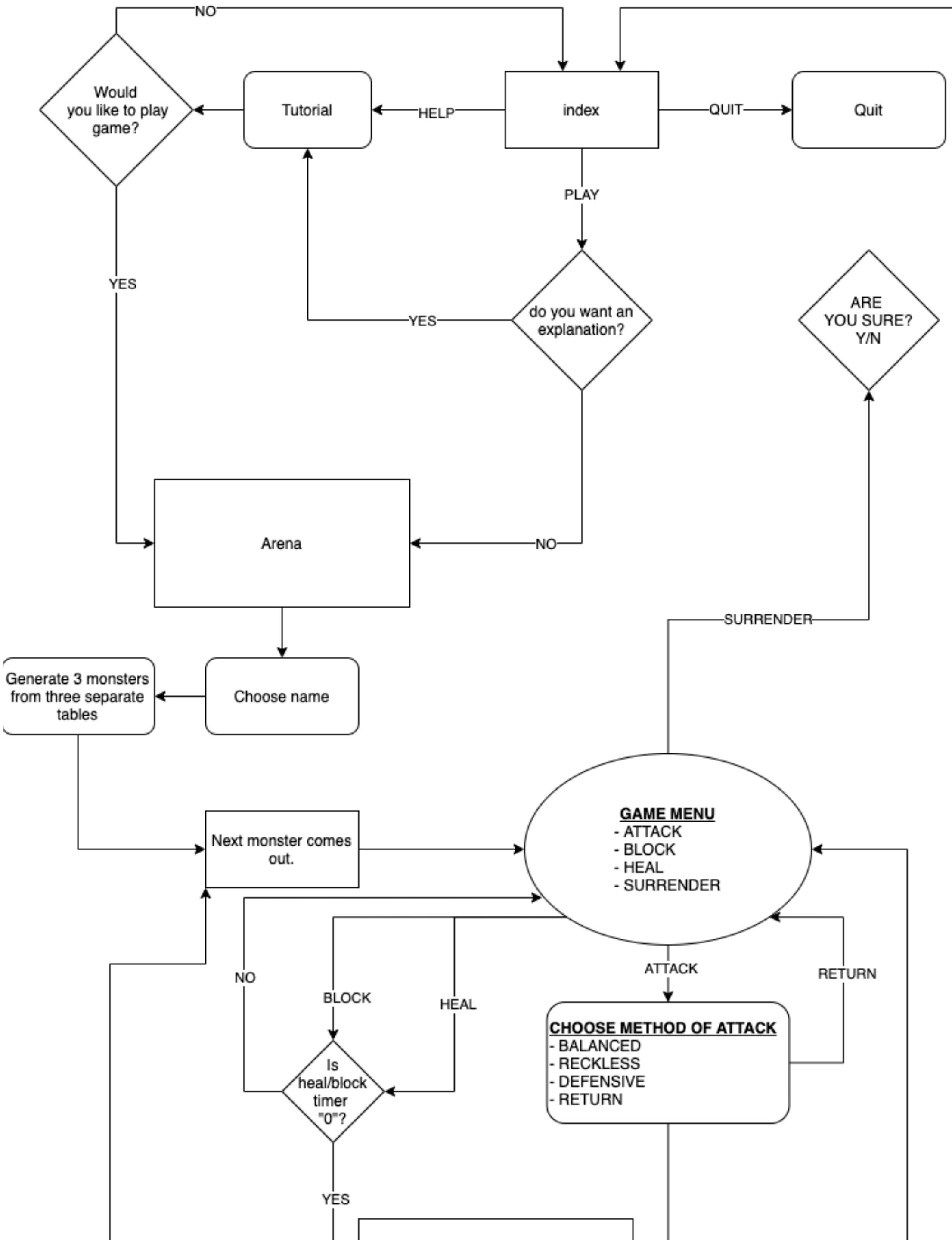
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Nicholas Cage =] [{HEALTH: 49/50}] [{ARMOUR: 12}]\nSKELETON =] [{HEALTH: -3/10}] [{ARMOUR: 10}]\nFLASK: READY | SHIELD: READY\n= = = = = = = = = = = = = = = = = = = = = =\n\nNicholas Cage's ROLL: 14 | SKELETON's ARMOUR: 10\n\nWHACK!!\nYou dealt 6 points of damage to the SKELETON\nPress SPACE or ENTER to continue █
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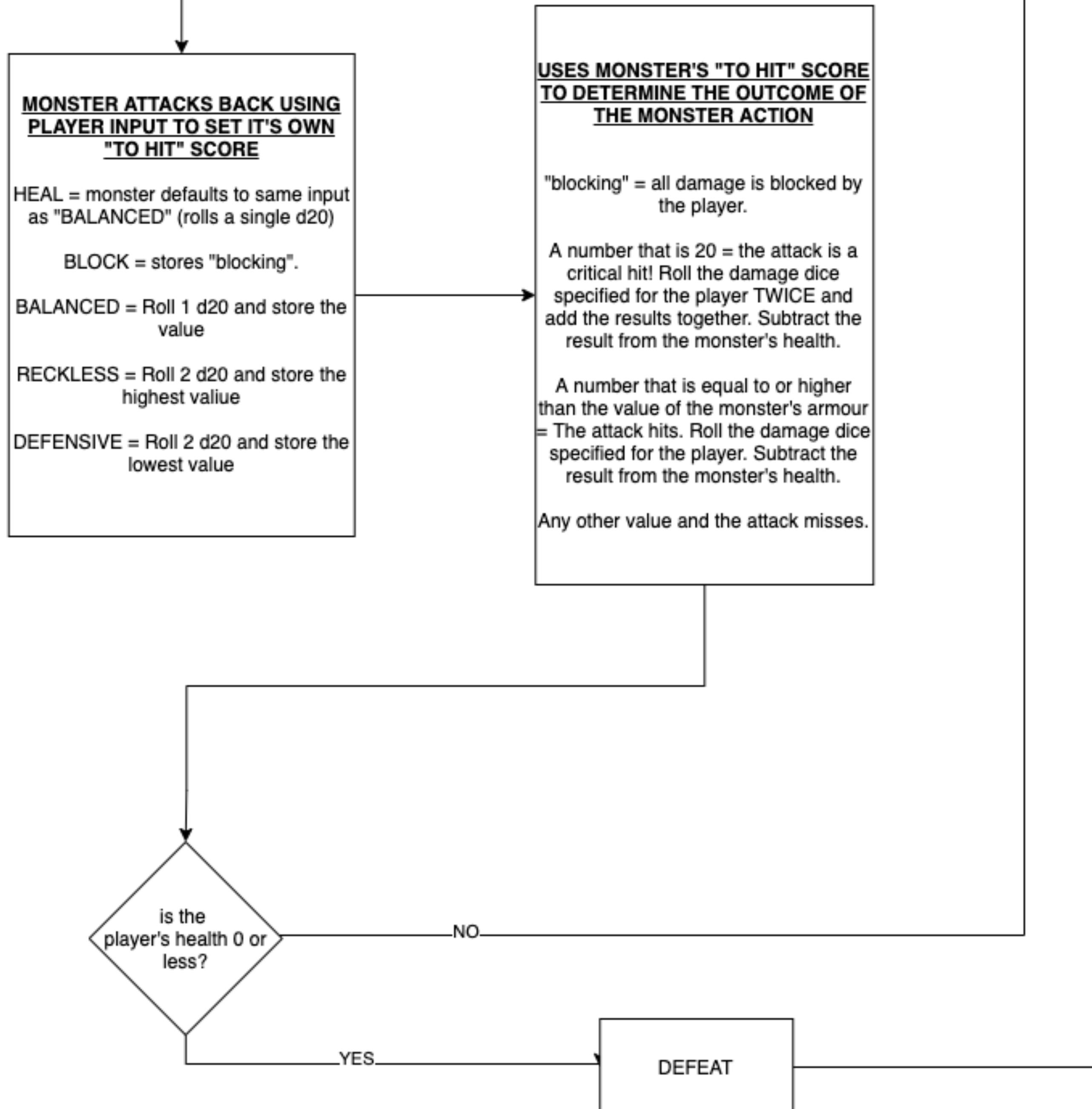
# GEMS

- **TTY Prompt:** Easy navigation and reduces user errors.
- **Colorize:** Creates a display that's easier to read and differentiate types of text.
- **Rspec:** Error testing.
- **Bundler:** Negate the need for users to manually add the gems themselves.

# FLOWCHART







# IMPLEMENTATION PLAN

1. RANDOM DICE ROLLS
2. PLAYER AND ENEMY CLASS
  - HEALTH
  - MAX HEALTH
  - ARMOUR CLASS
  - DAMAGE DIE
3. RANDOMISED ENCOUNTERS
4. COMBAT LOGIC
5. PLAYER ITEMS
6. MONSTER SPECIAL ATTACKS
7. FLASHY STUFF FOR LOOKS
8. EVERYTHING ELSE



# A DEMONSTRATION!!

# CHALLENGES

- WRAPPING MY HEAD AROUND CLASSES
- ALLOWING CERTAIN ASPECTS TO ACCESS/COMMUNICATE WITH A CLASS OR METHOD
- NOT REPEATING MYSELF
- FIGURING OUT SPECIAL ATTACK LOGIC
- MAKING SPECIAL ATTACKS WORK WITH OTHER MECHANICS

# ETHICAL ISSUES

- USING DUNGEONS AND DRAGONS RULES BY WIZARDS OF THE COAST
- USING MONSTERS OWNED BY WIZARDS OF THE COAST
- (THOUGH WIZARDS ARE ACTUALLY PRETTY OK WITH PEOPLE USING THEIR PROPERTY TO MAKE THINGS LIKE THIS)

# MY FAVOURITE PARTS

- MAKING DICE WORK!!
- RANDOMISING MONSTER ENCOUNTERS AND ALIGNING THEIR STATISTICS WITH THE ‘ENEMY’ CLASS
- JUST BUILDING SOMETHING RELATED TO THINGS I’M PASSIONATE ABOUT
- OWLBARS

# WAYS TO IMPROVE THE APP IN THE FUTURE...

- AN ITEM SYSTEM TO BUFF THE PLAYER AFTER WINNING A FIGHT
- CURRENCY SYSTEM TO BUY AN ASSORTMENT OF ITEMS
- ENDLESS MODE
- HIGH SCORES
- STATISTICAL BREAKDOWN AT THE END
- RARE MONSTERS
- INTERACTIVE TUTORIAL
- FIGHTING MULTIPLE MONSTER WITH MULTIPLE PLAYERS

**THANKS!!**