Project plan

Darcy Geyer, Sarah McCauley, Tin Nam Choi

2022
October

Contents

1   Description

A turn-based role-playing Pokémon™ fighting game.

Lorem ipsum dolor sit amet, consectetuer adipiscing elit. Ut purus elit, vestibulum ut, placerat ac, adipiscing vitae, felis. Curabitur dictum gravida mauris. Nam arcu libero, nonummy eget, consectetuer id, vulputate a, magna. Donec vehicula augue eu neque. Pellentesque habitant morbi tristique senectus et netus et malesuada fames ac turpis egestas. Mauris ut leo. Cras viverra metus rhoncus sem. Nulla et lectus vestibulum urna fringilla ultrices. Phasellus eu tellus sit amet tortor gravida placerat. Integer sapien est, iaculis in, pretium quis, viverra ac, nunc. Praesent eget sem vel leo ultrices bibendum. Aenean faucibus. Morbi dolor nulla, malesuada eu, pulvinar at, mollis ac, nulla. Curabitur auctor semper nulla. Donec varius orci eget risus. Duis nibh mi, congue eu, accumsan eleifend, sagittis quis, diam. Duis eget orci sit amet orci dignissim rutrum.

2 Potential classes

2.1 Player

Data:

- Pokemon owned
- Level

Functions:

- Add/remove Pokemon owned
- Increment/decrement level

2.1.1 Person

Data:

- Name
- Skill points (for leveling up)

Functions:

- Set name
- Increment/decrement skill points
- Get action from user

2.1.2 Computer

Functions:

- Get action randomly

2.2 Pokemon

Data:

- Name
- Type
- Level
- Health
- Attack
- Defense
- Speed
- Moves learnt

Functions:

- Increment/decrement level
- Increment/decrement health
- Increment/decrement attack
- Increment/decrement defense
- Increment/decrement speed
- Add/remove moves learnt

2.3 Menu

Data:

- Title
- Options (vector)

Functions:

- Print menu
- Set title
- Set options

3 Timeline

Mid-term break

- Finalize plan
- Prototypical testing

Week 9

- Submit plan
- Begin coding

Week 10

- Finish version 1

Week 11

- Finish coding

4   User interface

The game will use a command-line interface. This will be done using the Menu class to display the options to the user, and the user will be able to select an option by typing the corresponding number.

```
========== Default Menu ===========
-----------------------------------
| 1. Attack      | 2. Bag          |
| 3. Pokemon     | 4. Run          |
-----------------------------------
```

5   Unit testing and debugging