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Final Project - Boss Monster

Testing

Boss Monster is a game about dungeon building

Players take turns adding rooms to their dungeons.
Heroes are attracted to dungeons that have the most signs that match theirs.
Heroes attack dungeons, taking damage from each room they go through.
If they run out of HP before they reach the boss, the boss gets a coin.
If they still have HP when they get to the boss, the boss loses Health Points.
If either player's boss gets 5 coins, they win the game.
If either player's boss loses all their HP, they lose the game.

The game moves in 3 main phases: Build phase, Bait phase, and Adventure phase

- Build phase:
    - the player and computer opponent each add a room to their dungeon from their hand
    - Two heroes are added to the tavern
- Bait phase:
    - Heroes in the tavern are distributed based on their sign and the number of signs in each respective dungeon
    - In the event of a tie, the hero stays in the tavern
- Adventure phase: During the adventure phase, each hero that has gone to a dungeon attacks it
    - Each room deals damage to the hero as they traverse the linked list
    - If the hero has any HP left when he gets to the boss, he deducts from the boss' HP
    - If the hero has no HP left when he gets to the boss, the boss gets a coin
- If either the player or opponent reaches 5 coins or their HP drops to 0, the game is over

To play the game, just compile all files and run the Driver class.

The player must press enter to continue to each successive phase of the game.

Room selections are made with integers, any other inputs will be rejected by the prompt and result in a repeated request for an acceptable input value.

Grading

For this assignment, I showed all of the requested concepts but one. In lieu of hierarchies, I included an extra design pattern and generics. I fell slightly short of my proposal, which said I would include a two player mode. Implementing the game itself proved to be more complex than I had counted on. Despite these shortcomings, I did take great pains to make sure the game functioned as intended. Many hours of testing and playing boss monster (I did have fun) went into this project. This project taught me a lot, and really got me thinking about object oriented design. I am hoping for somewhere between an 80-90 for this assignment. If the grader were feeling generous, maybe a 95 for effort! But I make no such demands.