Project 3: Kirby Super Star Ultra Skeleton

Vera Duong and Emily Hoang

Rules

1. Display story and rules

2. Ask to start the game

3. Kirby will encounter his first enemy (a minion)

4. Display menu

   a. Attack

      i. Strike

      ii. Copy

   b. Defend

      i. Block (uses defenseValue)

      ii. Dodge (kirby has x percent chance of avoiding attack)

   c. Visit store (File IO)

      i. Ask user to select an item

         1. Read description

         2. Buy an item

   d. View enemy

   e. View inventory (Write to File IO)

      i. Activate items

      ii. Read Descriptions

   f. Quit

5. At each encounter with an enemy (minion or boss) Kirby will choose to attack or defend.

6. A random value will be selected between 0 and Kirby's attack/defense value if the user chooses to attack or defend

   a. Attack will do damage to the opponent (health)

   b. Defend will lessen the opponent's attack (weaken attack value of opponent)

7. The enemy will switch between attacking and defending

      a. Different attack patterns for different bosses???

      b. Enemy attacks and defenses will also be random

8. Kirby and the enemy will take turns fighting until someone's health reaches 0

9. Kirby can 'copy' a minion to increase his strength or health at each stage

      a. Display story and kirby's new ability

            i. Cutter will increase kirby's strength by x amount (stage 1)

            ii. Beam will increase Kirby's health by x amount (stage 2)

10. Kirby can also use items from the store to increase his stats

11. There are three stages, first two with minions and boss and last one with final boss

      a. Stage 1 Kirby encounters 3 minions before fighting the boss

      b. Stage 2 Kirby encounters 5 minions before fighting the boss

      c. Stage 3 Kirby only fights the boss

12. After each stage, Kirby's full health value is restored

13. If kirby makes it through all three stages, he wins

Implementation requirements:

- 3 user defined classes
- 4 data members in two of the classes
- 1 array of objects
- 4 loops, 2 nested loops, and 6 if-else
- File IO - to and from

Project feature requirements:

- The project must have interactive components (ask the player for inputs, create menus for choices, and so on)
- Game stats should be displayed at each turn.
- project must include:
  - At least 5 menu options (other than Quit/Exit)
  - At least two of these options must have a second layer of menu options

- At least 2 menu options(primary or secondary layer of the menu) should include a random component, at least one each from the following:
    - The value of the variable is selected at random from a certain range of certain range of values (i.e. select a value at random between 1 and 6)
    - A probability value determines one of the outcomes (i.e. there is a 60% change a certain event will occur)

Kirby Super Star Ultra: Spring Breeze

There's trouble in Dreamland! The gluttonous King Dedede and his minions have stolen ALL the food in Dreamland! Here comes our hero, riding in on the spring breeze. Some call him… Kirby. Let the adventure begin! Run, float, and fight your way through the adventure games as Kirby, gobbling up enemies as you go. Kirby can inhale enemies and spit them out as stars, or swallow foes and copy their abilities, then using the abilities to defeat other foes and advance past obstacles.

This kirby game will have 3 main stages (Rough outline):
1. Stage 1: Green Greens
    a. Enemies: Sir Kibble
        i. Kirby can copy the ability called "Cutter" where he throws boomerangs (gains strength)
    b. Boss: Whispy Woods
        i. attacks by dropping Apples from his canopy, or by blowing out Air Bullets from his mouth
        ii. Kirby wins by inhaling his apples and using it against Whispy Woods
2. Stage 2: Bubbly Clouds
    a. Enemies: Waddle Doo
        i. Copy ability called "Beam" which grants Kirby to shoot beams (gains health)

      b. Boss: Kracko

           i. Shoots lightning bolts and little minions from his eyes

           ii. Kirby wins by avoiding lightning and swallowing the minions to shoot them out as stars

3. Stage 3: Mt. Dedede

    a. Final Boss: King Dedede

        i. Kirby must use an item from the shop to win

```
Int main()
{
Game game;
game.play()
}
```