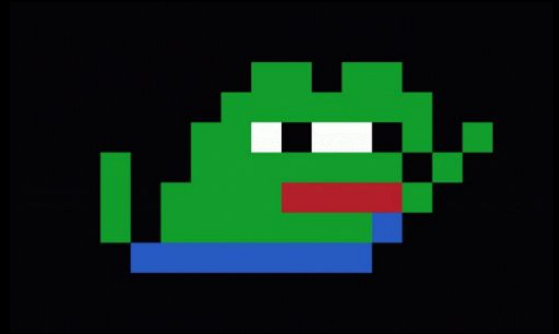


# Terminal Application

## Terminal Coin

Brief overview so far; WIP  
Oh yeah by me; Walter Pham



# Terminal Coin Overview

# Features

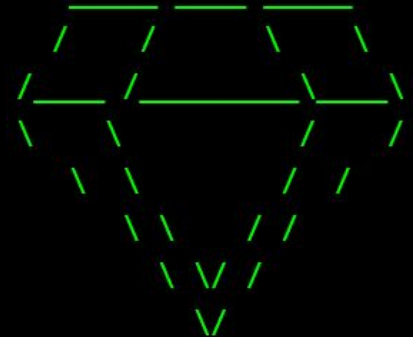
## App == Game

- Create a character and special class
- Spend coin (gold) at a merchant's shop
- Enter combat against a monster
- Save/Load character files

# Gems

## To add flavour

- TTY-Prompt for option selection
- Artii - for title generation
- Colorize - to highlight important text and aesthetics
- Progress bar - health bar



Michaela Heeb

# How its used

## For Fun & Entertainment purposes

- Takes user input through `gets.chomp` and selections  
=> Create interactive story
- Set within fantasy for escapism

## Why a “game”?

- Personal interest; Gamedev background
- Test my Ruby abilities and love getting my ass kicked

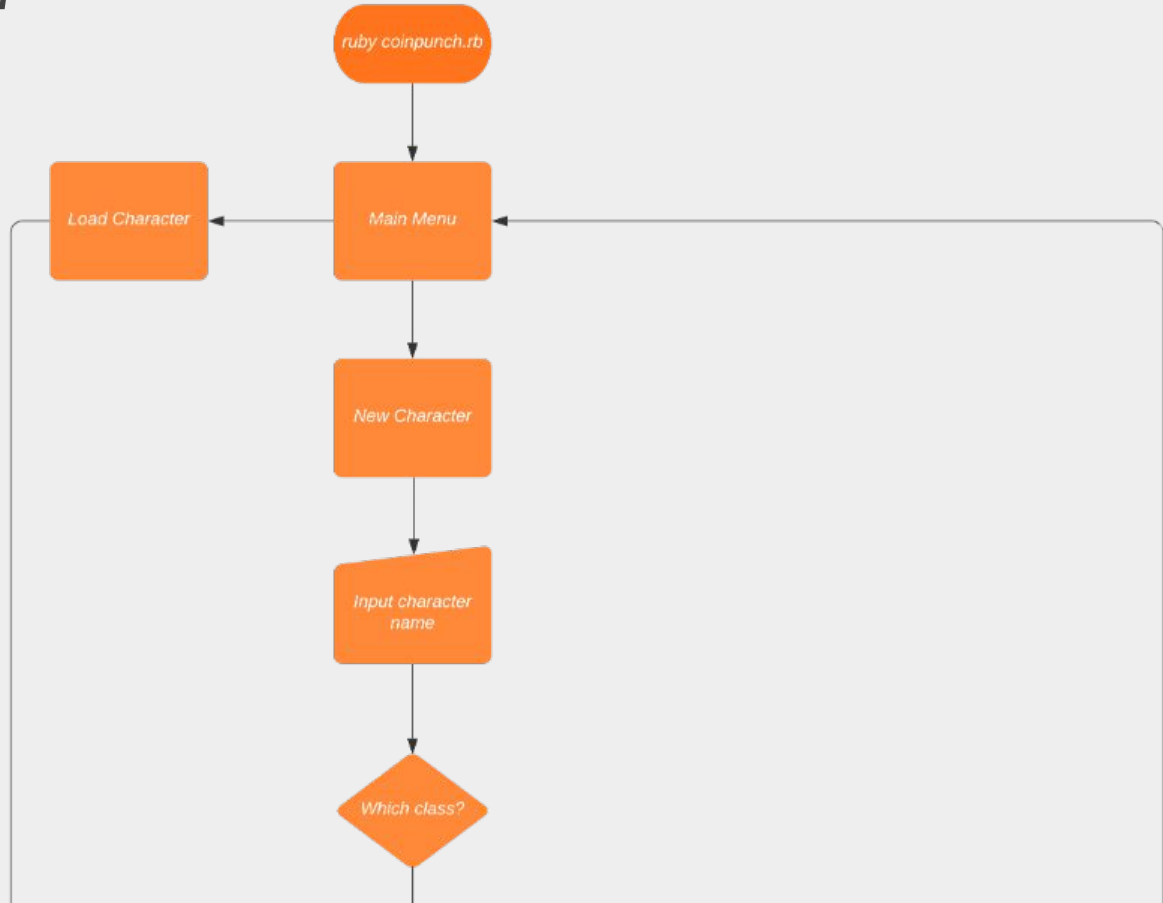
# Flow Chart time



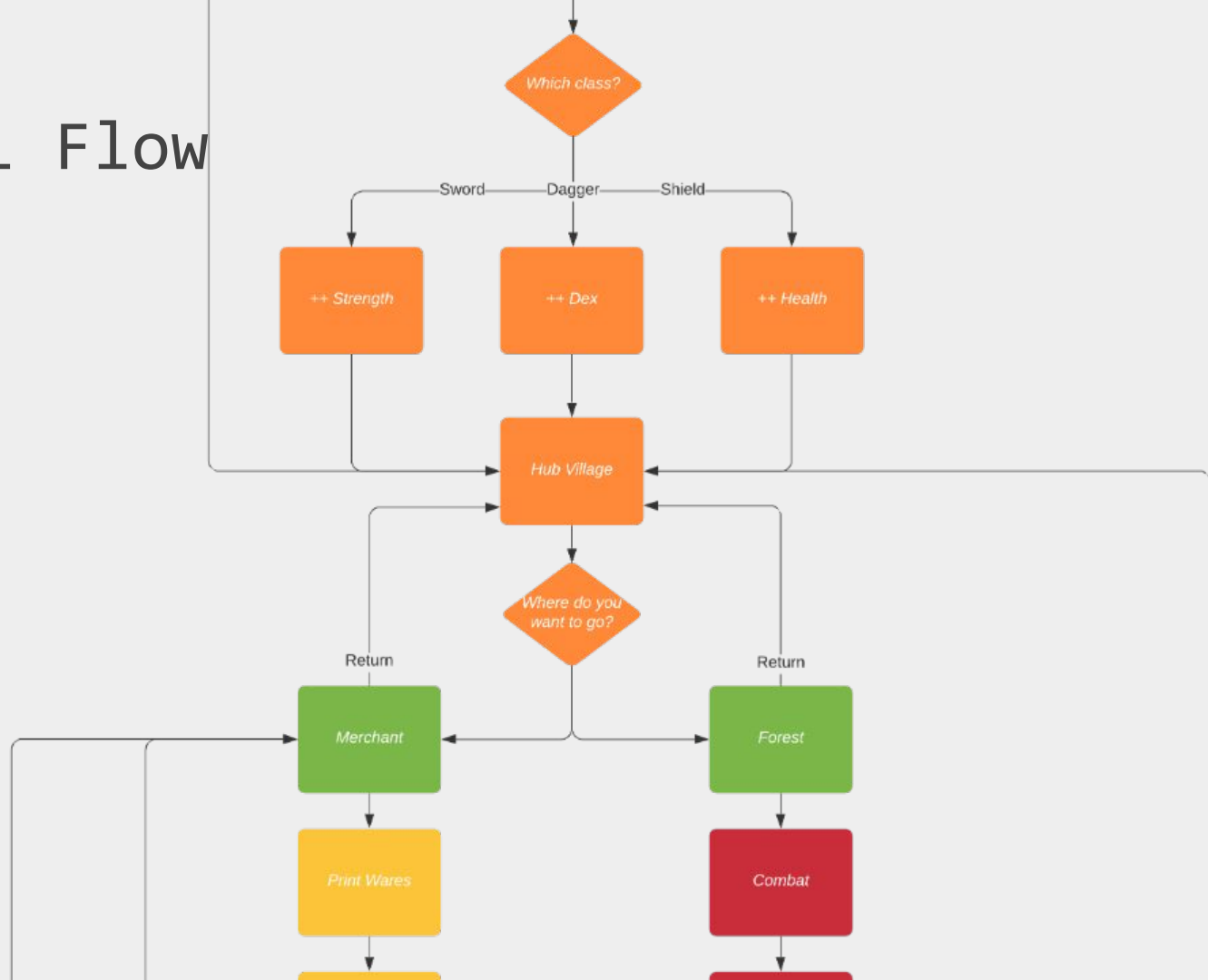
# Control Flow

## Coin Punch

walter | May 19, 2021

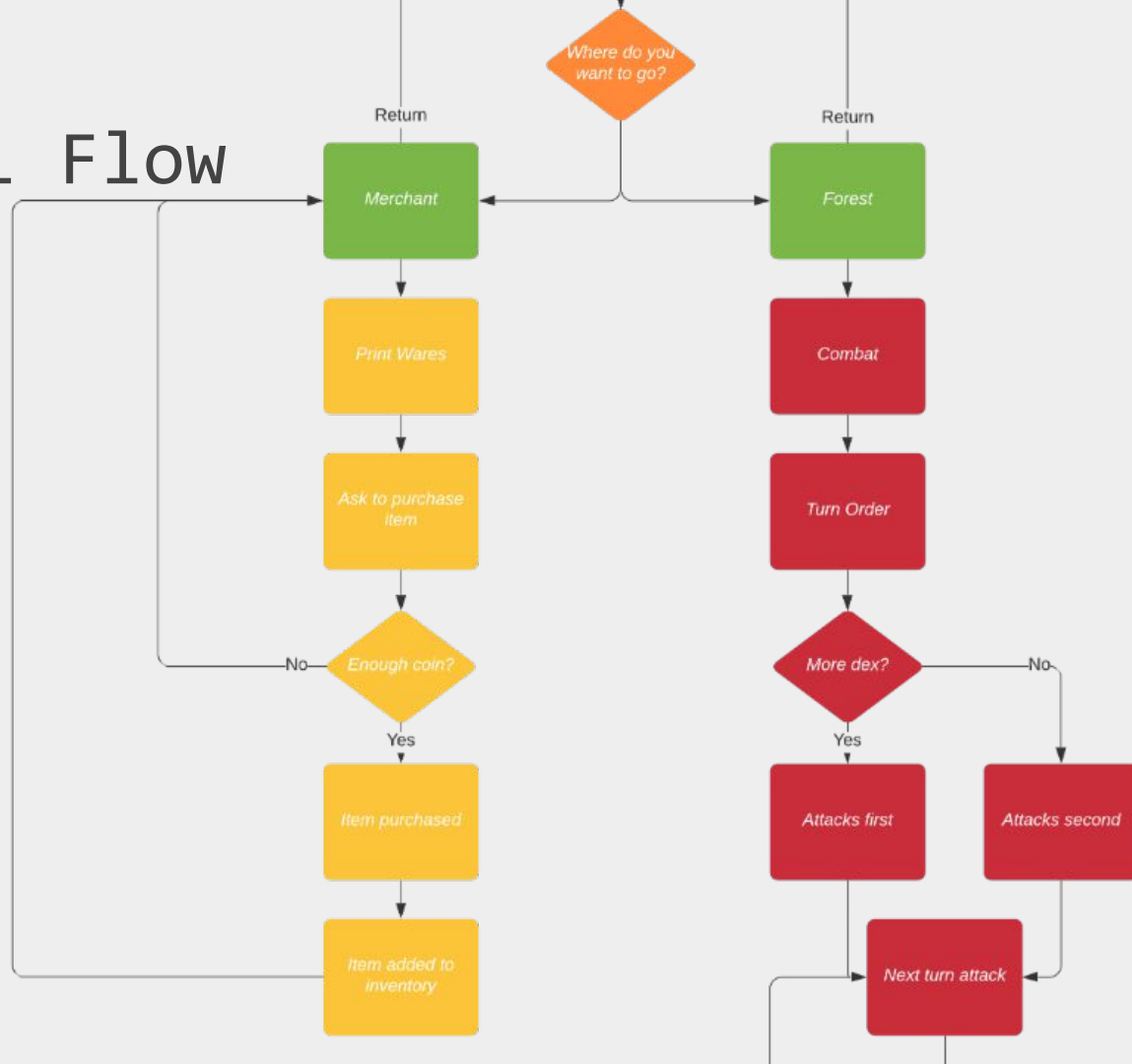


# Control Flow

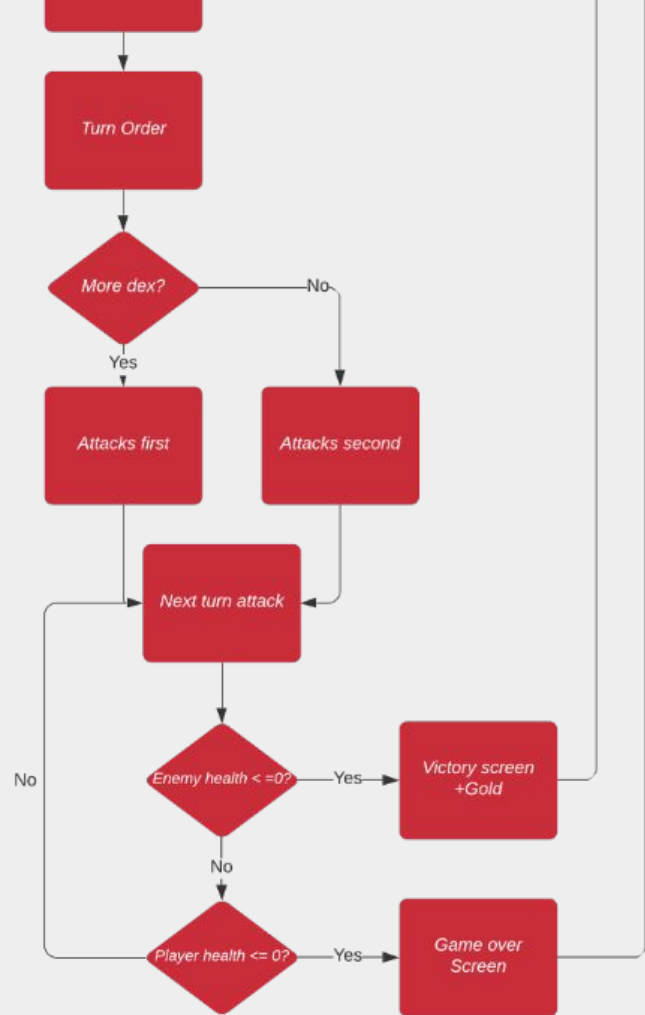
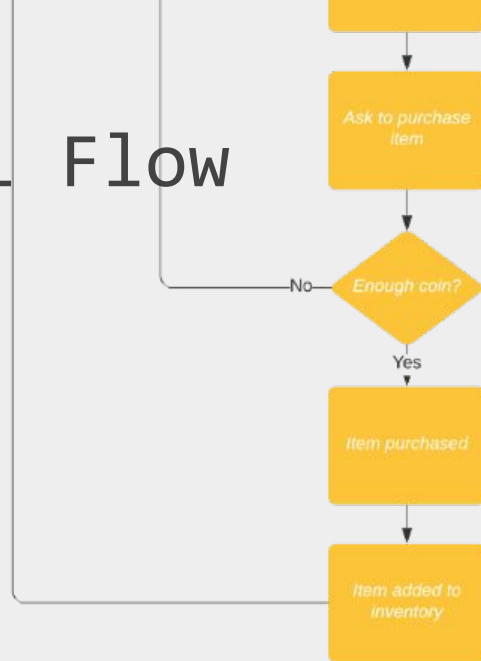




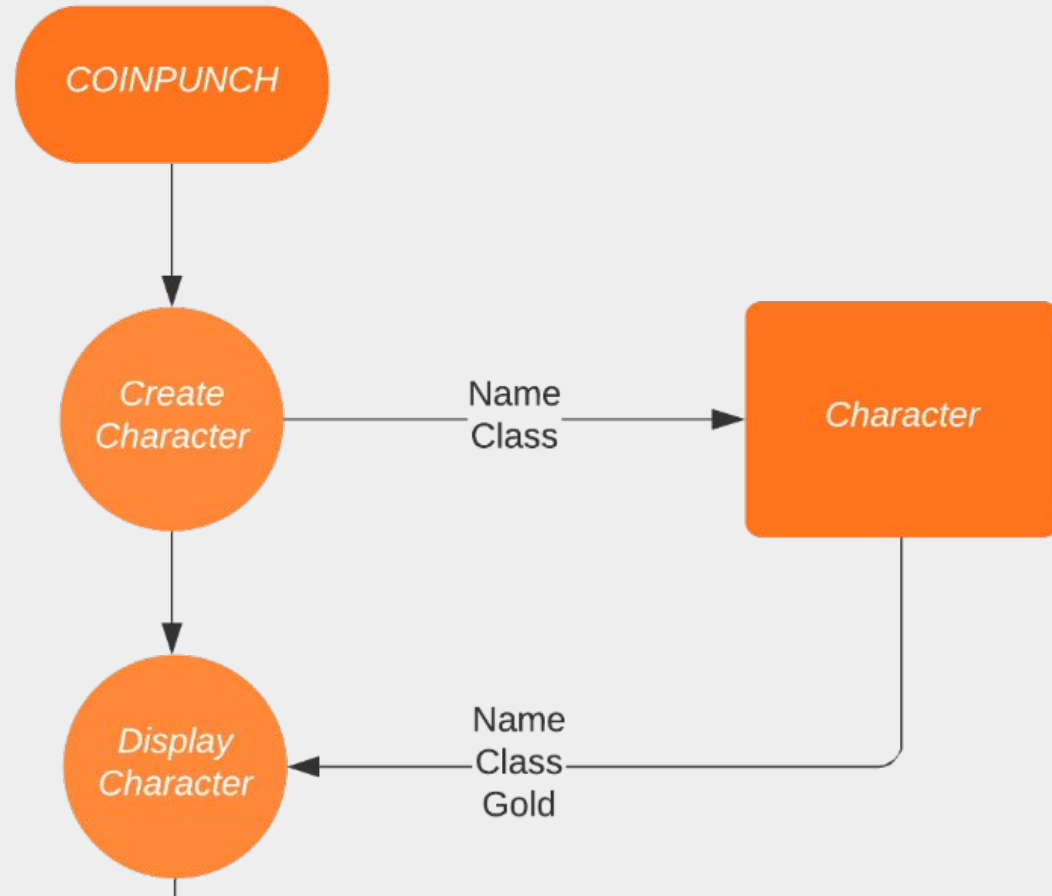
# Control Flow



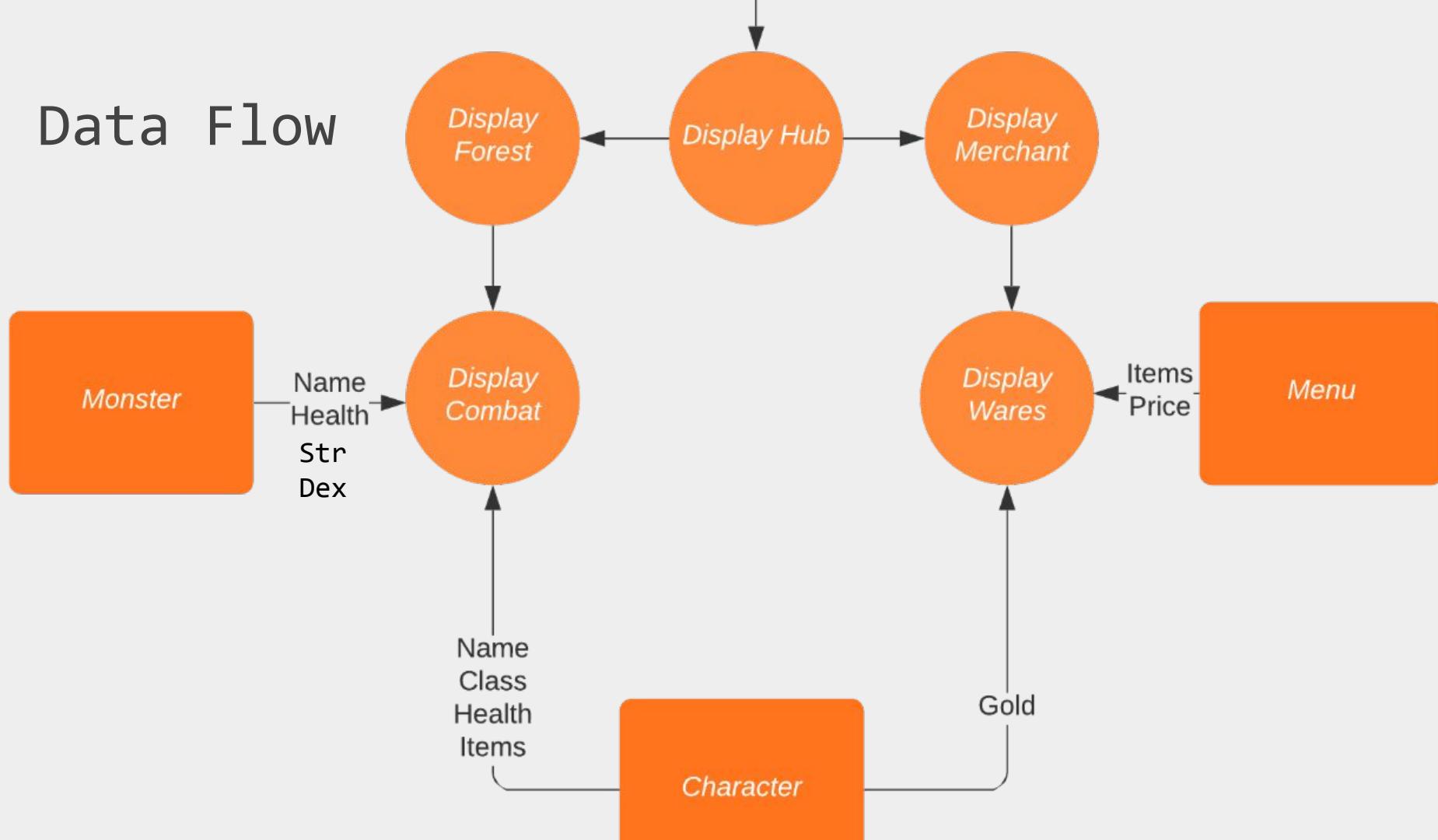
# Control Flow



# Data Flow



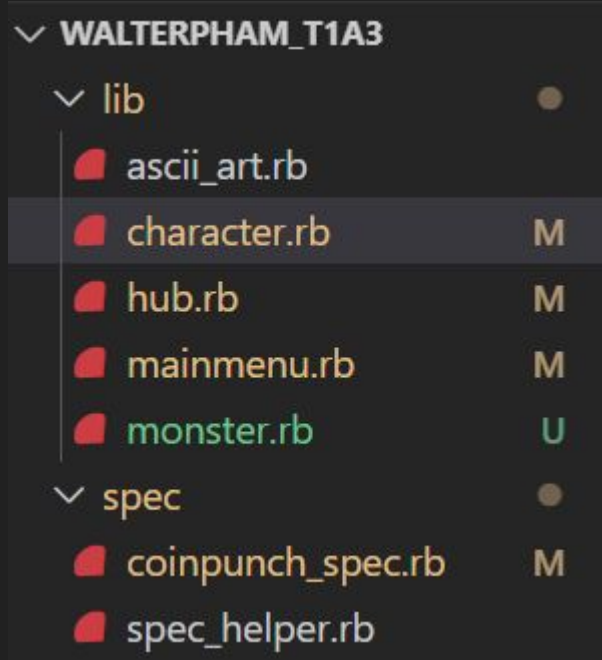
# Data Flow



# Code Overview

# CODING

Files are split with different methods and classes to be tidy




- ASCII ART
- CHARACTER CLASS
- HUB LOOP
- MAIN MENU LOOP
- MONSTER CLASS

RSPEC

TDD\_FILE

# CODING

lib >  ascii\_art.rb > ...

```
1  class Ascii_art
2    def ascii_book
3      puts "
4        //  terminal  `V'
5        //  coin
6        //_...-~::~-._ | _-~::~-..._\\
7        // _...-~::~-._\\ | /_~::~-..._\\
8        =====\\|//=====
9        | | | | | `--`"
10   end
```

PROBLEMS OUTPUT TERMINAL DEBUG CONSOLE

```
//_...-~::~-._ | _-~::~-..._\\
// _...-~::~-._\\ | /_~::~-..._\\
//_...-~::~-._ | _-~::~-..._\\
// _...-~::~-._\\ | /_~::~-..._\\
=====\\|//=====
//  terminal  `V'
//  coin
//_...-~::~-._ | _-~::~-..._\\
// _...-~::~-._\\ | /_~::~-..._\\
=====\\|//=====
//_...-~::~-._ | _-~::~-..._\\
// _...-~::~-._\\ | /_~::~-..._\\
=====\\|//=====
//_...-~::~-._ | _-~::~-..._\\
// _...-~::~-._\\ | /_~::~-..._\\
=====\\|//=====
```

Please type in your name, hero.

|

- ASCII ART printing

```

def user_name
  loop do
    puts "Please type in your name, hero."
    user_input = gets.chomp
    if user_input.empty?
      puts "Heroes need a name!"
    elsif user_input =~ (/\\d/)
      puts "Heroes don't have numbers in their name!"
    elsif user_input =~ (/\\W/)
      puts "Heroes don't use symbols in their name!"
    else
      @name = user_input
      break
    end
  end
end
end

```

## ● CHARACTER Stats and Class

```

def character_power
  @character_trait = $prompt.select("What Power do you seek, #{@name.upcase}?", cycle: true) do |power|
    power.choice "The Power of the warrior. Invincible courage. A sword of terrible destruction.", 1
    power.choice "The Power of the rogue. Swift cunning. A dagger from the shadows.", 2
    power.choice "The Power of the guardian. Kindness to aid friends. A shield to repel all.", 3
  end
  space
  if @character_trait == 1
    @strength += 2
    puts "Strong as ten regular men. You feel stronger than Danny DeVito.".light_white.on_light_blue
  elsif @character_trait == 2
    @dexterity += 2
    puts "You are tempted to lick the blade of your dagger. Your feet are nimble and pictures are 5gp.".v
  elsif @character_trait == 3
    @hit_points += 15
    puts "Doctors fear how many apples you eat. Your glutes are maximum.".light_blue.on_white
  end
end
end

```

Please type in your name, hero.

You

What Power do you seek, YOU? The Power of the guardian. Kindness to aid friends. A shield to repel all.

Doctors fear how many apples you eat. Your glutes are maximum.

Your name is You.

You have 35 hit points.

You have 5 strength and 5 dexterity.

You have 100 gold in your coin pouch.



```

def location
  puts "You awake in a small town surrounded by trees."
  hub = $prompt.select("Where would you like to go?") do |place|
    place.choice "Enter Shop (buy items)", value: 1
    place.choice "Enter Forest (fight a monster)", value: 2
    if hub == 1
      # puts "you have #{@gold} gold"
    elsif hub == 2
      puts "you wander into the forest and encounter a monster"
    end
  end
end
end

```

- HUB
- Shop
- Forest

```

def menu
  menu_select = $prompt.select("What did you want to purchase?") do |menu|
    menu.choice name: "Sword of Destruction; 20 gold", value: 1
    menu.choice name: "Shield; 20 gold", value: 2
    menu.choice name: "Stick; 10 gold", value: 3
  end
  case menu_select
    when menu_select == 1
      @gold -= 20
      puts "you have #{@gold} gold"
    when menu_select == 2
      @gold -= 20
    when menu_select == 3
      @gold -= 10
    end
  end
end
end

```

```


You awake in a small town surrounded by trees.
Where would you like to go? (Press ↑/↓ arrow to move and Enter to select)
• Enter Shop (buy items)
  Enter Forest (fight a monster)

```

```

What did you want to purchase? (Press ↑/↓ arrow to move and Enter to select)
• Sword of Destruction; 20 gold
  Shield; 20 gold
  Stick; 10 gold

```

lib >  monster.rb > ...

```
1 # gems
2 require "tty-prompt"
3 require "artii"
4 require "colorize"
5 require_relative "ascii_art.rb"
6
7 class Monster
8
9   attr_accessor :name
10  attr_accessor :hit_points
11  attr_accessor :strength
12  attr_accessor :dexterity
13
14  def initialize(name)
15    @name = name
16    @hit_points = 10 + rand(0..5)
17    @strength = rand(1..5)
18    @dexterity = rand(1..6)
19  end
20
21  def to_s
22    puts "the monster is a #{@name}"
23  end
24 end
```

PROBLEMS OUTPUT TERMINAL DEBUG CONSOLE

```
wpham1@LAPTOP-D1EPU2HQ: /mnt/c/Users/61415/Documents/WalterPham_T1A3/lib$ ruby monster.rb
the monster is a goblin
```

- Monster

- `monster = Monster.new("goblin").to_s`

# CODING WIP

- Finish off Shop
- Combat
- Overall Loop
- Polish



# ETHICAL ISSUES

- Condoning violence to make money



# Challenges

TDD like everyone else - lack of knowledge makes this very difficult : eg. is it a method? It should be a string not integer/symbol, does it print my data back, etc

Time management; didn't account for how many errors I would encounter

=> over-estimation of my abilities AKA getting ass kicked

## Rewarding and Fun

When it clicks

Final output when it looks nice 🍌

Can't wait to show  
you the final  
product.

# Thanks!

Walter 

