

Project 1

<Battle Game>

Xin Xiang

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Game's Name: Battle Game

Summary:

This game is similar with old cellphone game that a player picks up a character, who is set up in the game, and has a main story line to fight with bosses in the game. Due to the limitation of my own knowledge, this game only can be displayed as words form.

At the very beginning, players press "y" or "Y" to enter into the game and press "N" or "n" to exit the game. Then, game tells players what initial conditions they have such as HP, MP, and Damage. Later, players will meet up with the first boss and players have two options: fight or escape. Fight, players will fight with boss; escape, players will find another path and eventually die of a trap. A few rounds after, players defeat boss and step into next boss(Roshan). Same options for players whether they plan to fight or not. Then, if players' HP is too low, they will be asked to have HP flask and use ultimate mana spell.

Introduction:

Project Size: 192 lines

The number of variables: 15

The methods: 4

In this project, due to that I liked battle game when I was young, I decided to build up this small game. However, I only used word form to display the character-boss fight. For the most of fights, I used "while" loop to determine their rounds so that they can have fair fights. Also, I added having-hp-flask part up into my program. This is one of the hardest part I have been through because at the very beginning character would have HP flasks whenever its hp is lower than 150 which is not what I required. My design is to let character have only one time to have HP flask. Also, the other hardest part is how to set proper, reasonable, and logic parameters for damage and HP.

Flow Charts