

SPACE TRADING GAME

GALACTIC VENDETTA

Group H



INTRODUCTION

Betrayed and cast out by the infamous Captain Blackblade, a former deckhand rises from disgrace to forge a path of vengeance and glory. Set in a vast and perilous galaxy, the game combines trading across alien worlds, intense space combat, and fleet-building. Players uncover secrets, outsmart rival factions, and choose their legacy—becoming a cunning trader, a fearsome warrior, or the ultimate galactic legend.

Player

-name: string

-level: int

- inventory: list

- credits: int

-health: int

-ships: list

+ display_stats(): void

+ fight(): void

PLAYER

The Player class has attributes such as the player's name, current level (starting at 1), credits (money, starting at 100), health (starting at 100), days passed in the game (starting at 0), an inventory containing items with details like quantity, price, and healing effects, and a collection of ships, including a cargo ship for storage and a fighter ship equipped with weapons and health stats.



SHIP

Ship	
-name:	string
-cargo_space:	int
-weapons:	list
-fuel:	int
-level:	int 1
-upgrade_price:	int
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+ upgrade():	void
+ recover():	void

The Ship class is the base for all ship types, with subclasses CargoShip and FighterShip adding specialized functionality. The CargoShip manages cargo with attributes for storage capacity, current load, and items, featuring methods to add, remove, and display inventory. The FighterShip is designed for combat, with attributes for health, fuel, weapons, and a dodge chance, and methods for attacking enemies, taking damage, and refueling. Together, these classes enable versatile gameplay mechanics for storage and battle.



PIRATE

Pirate
-name: string
-pirate_type: string
-level: int
-weapons: list
-health: int
+attack(): void
+take_damage(): void
+display_stats(): void

The Pirate class represents enemy characters with attributes like name, type, level, weapons (as a list of weapon names and their damage), health, and a reward for defeating them. Key methods include attack, which returns the first weapon's damage for an attack; take_damage, which reduces health and determines if the pirate is alive or defeated; and display_stats, which shows the pirate's details, including remaining health and weapon stats. This class is crucial for creating dynamic enemies in gameplay.



PLANET

Planet

-name: string
-level_req: int
-takes_fuel: int
-takes_time: int
-description: string

+display_description(): void
+ check_access(): void

The Planet class represents destinations with attributes like name, level requirements, fuel and time costs, descriptions, and trade inventories. Methods include display_description for planet details, check_access for level verification, display to show trade items, and buy and sell for transactions. Each planet offers unique inventories, ranging from basic goods on Mercantara to advanced items on Barteron and premium gear on Voltrade.

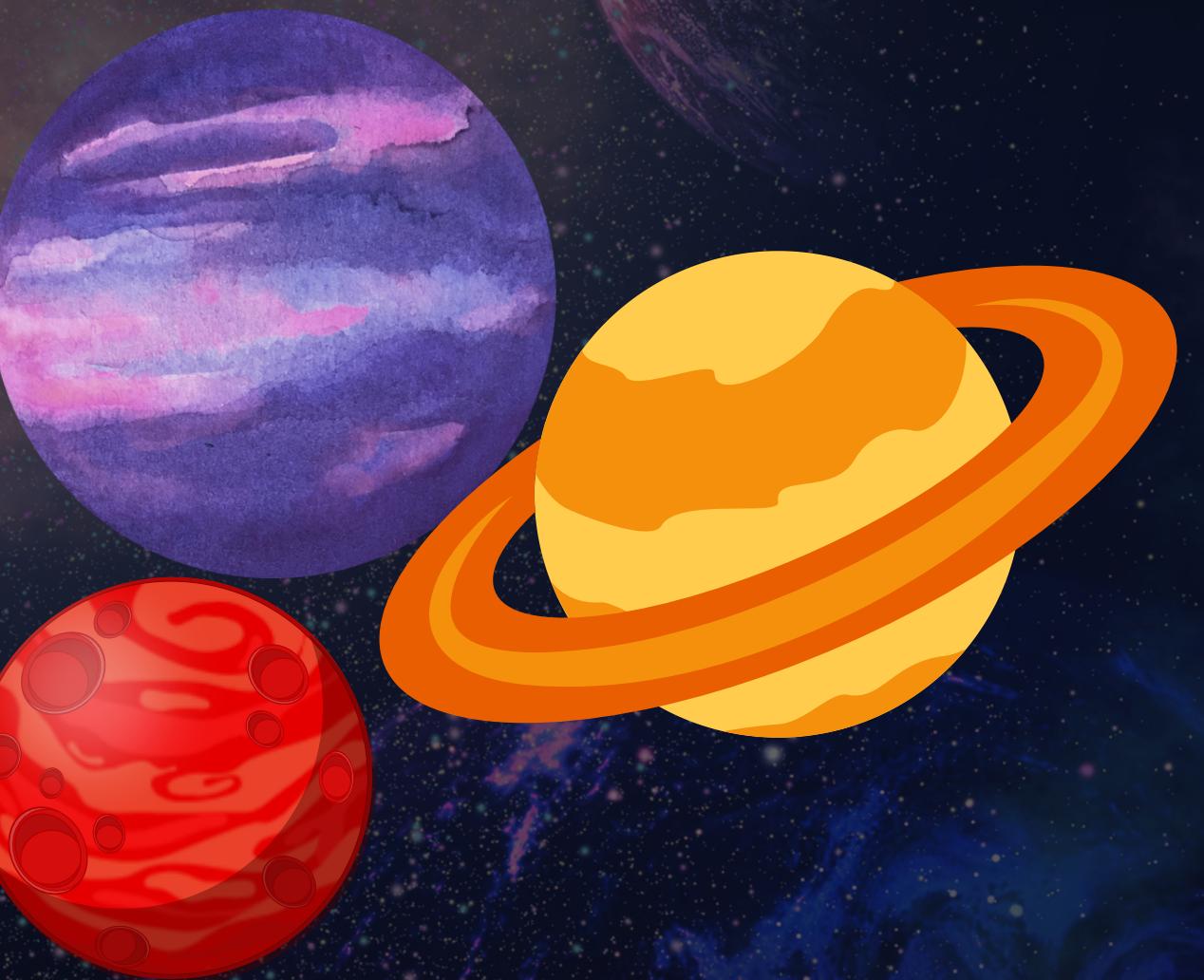
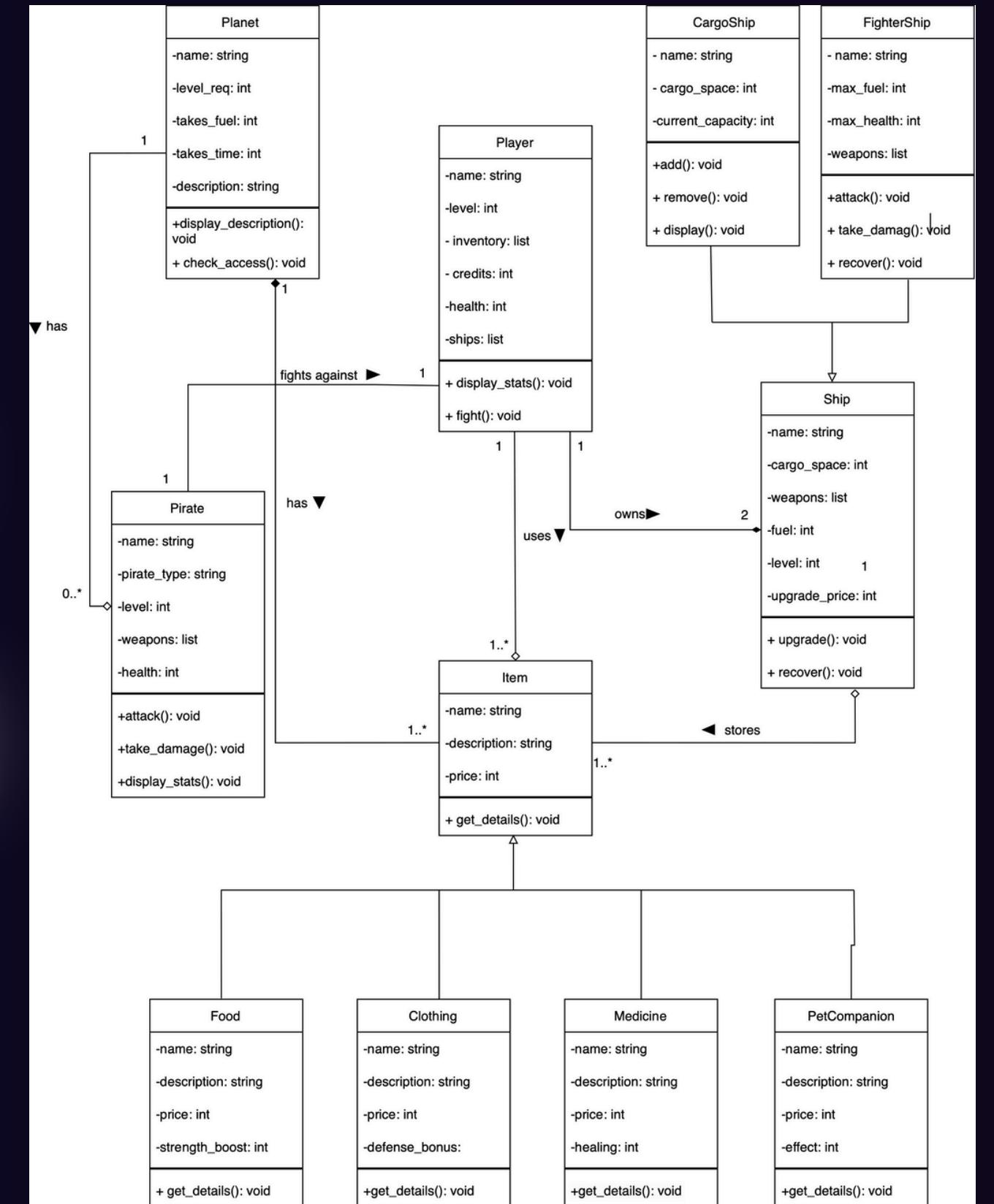


DIAGRAM OF THE GAME





THANK
YOU FOR YOUR
ATTENTION