Yousuf Khan

Professor Bamford

Data Structures and Algorithms

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There is no problem my program is solving however, my program will be a text based RPG which will be set in the medieval times. The player will be playing a very linear RPG where he or she will be going on an adventure fighting and encountering combatants. The combatants get progressively harder and the player must adapt to each combatant they face. The player will fight a total of 4 people before they have to face the final boss which will be a dragon. The player will have actions such as attacking, defending and equipping weapons and armor. As well as be using a bag to carry all of their items. The input and output I expect during the program will be a lot of print statements which will be describing what is happening during the game and the inputs of the player’s decisions in combat and throughout the program as well as choices. A very simple 1-6 option where the player picks 1, 2, 3, 5 or the 6th option to make decisions in the game. The ADTs that will be used is a bag, because the player will store all their items in the bag such as potions, weapons, defensive tools and wearables. The programming tools I will be using are the IDE Eclipse and the language I will be programming in is java.