Design Patterns Final Project

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Description

"Heroes and Monsters" theme.

Separation of work:

- Zach: Characters (Heroes and Monsters)
- James: Items and Inventory
- Kyle: Maze

Technologies

Language: Java

Interface: Console

Source Control: Git

Features

4 Hero Classes:

- Fighter
- Fencer
- Hunter
- Mancer

Features

4 Monster Classes:

- Slime
- Goblin
- Ghost
- Giant Newt

Features

Party vs Party turned-based combat.

Energy-based turns.

Features

Inventory system

- Usable items
- Equipable Items
- Miscellaneous Items

Features

Maze

Multiple rooms with doors and an exit

Encounters with parties of monsters.

Patterns Used

- Strategy
- Template
- Factory
- Singleton
- Iterator