

## ITGM 315 – Exercise 6 (Classes) – RPG Game – Spring 2012

**DATE DUE: start of class 16**

Hand in through the Dropbox  
Make sure your files are working with Visual Studio 2010!

Write an RPG fighting game program with the following features:

1. The game consists of a series of combat rounds. Each round calls for the player to give some input. The player must also be given the option of quitting.
2. Each round, damage may be done to either the player character, an NPC/Monster or both.
3. There must be a lose condition (death?) which ends the game.
4. You must write and use at least 1 class. That class must contain at least a constructor and 2 other functions. The class must be defined in separate .h and .cpp files. Your game should use the class you create in a **non-trivial way**.
5. You should try to use at least one private data member.

Things to remember:

1. Conform to the coding standards!
2. Program must contain a game loop.

Grading Guidelines:

- a. 30 points – use of coding standards/readability – comments where needed to aid understandability  
Criteria: comments (top and functions), spacing, breaking code into minimum one .h and .cpp file.
- b. 70 points – functionality – program runs without bugs as described above. Proper use of a Game Loop and classes. Code is organized properly into separate .h and .cpp files  
Criteria:  
Overall: Compiles, runs and performs as described, and specifically:  
Uses at least 1 class  
Uses 2 functions in the class  
Uses 1 constructor  
Rounds  
Each round damage to player, monster or both  
End condition  
Game loop