

Projet Red

Overview

Projet Red was the name of the assignment given to us new students at [Aix Ynov Campus](#) for our intensive introductory module.

We were given a week to learn the basics of programming with [Golang language](#) and then, we had to do a CLI RPG-like game in teams of two students.

I was really motivated by the project and put a lot of work to finish with something worthy of our level and dedication.

You can find the code [here](#) on Github.

The game's presentation

The game is inspired in mediaeval and magic stories already existing. The story is that of a prince who needs to grow to inherit his father's position to rule the whole kingdom. Hence, he enrolls in the castle's guard anonymously and needs to fight to gain experience and recognition. He has many fighting possibilities: the training and tournament present in the castle's barracks, and the arena or missions outside the city. In the castle's barracks, he can fight against other guards, and outside the city, against other (and true) enemies.

The player can also access to a merchant to buy or sell items (the merchant receives new items every 5 minutes passed since the last visit) and a blacksmith to craft equipments used to boost his strength. There's also a hidden feature to recycle equipment the player possesses. It's available when going to the market and accessing the inventory: there, the normally "Jeter" option turns into "Recycler" and it allows the player to retrieve the most pricy ingredient used to craft the recycled item.

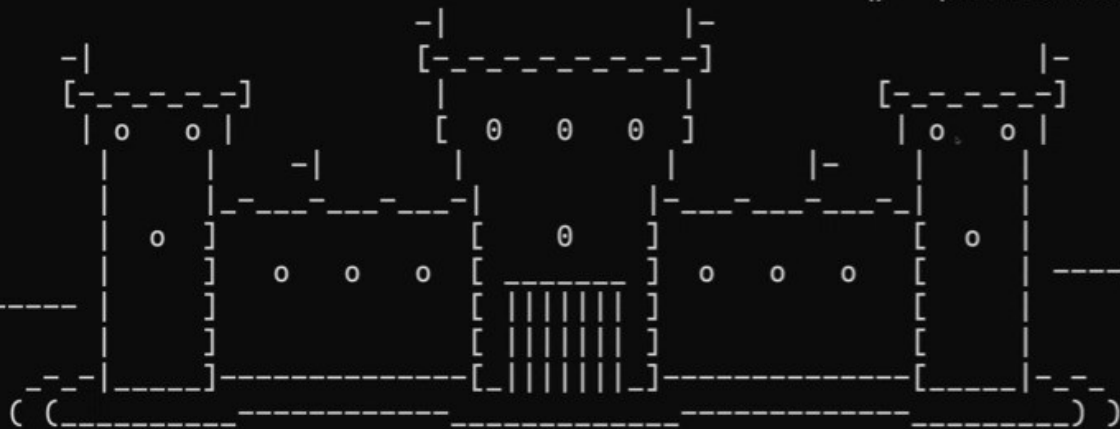
Another special feature is an item (different for each race the player chooses) that let him gain stats by simply using it from the inventory.

Here are some screenshots of the game:

```

      /ito Deriu
 \  ^
  \  ^--\ntoine de Barbarin

```

[illegible]

```

      Menu du personnage
      -----
      Thorgan                               Elfe
      Niveau :      1      XP :      0
      Attaque :     10      HP :    40/80
      Défense :      7      MP :   60/120
      Agilité :     12      Or :    100

      Équipement :
      Tête
      Torse
      Mains      Épée d'entrainement
      Jambes
      Pieds

      -----
      {==- Inventaire
      Retour
      Quitter

      Compétence      Att      Def      Type      MP
      Coup de poing elfe      16      0      Attaque      2
  
```

Combat									
Hector		Entraîneur		Niveau :1		HP : 50/50			
				0		-30			
				/ \					
Niveau 1				/ \					
HP : 60/80				/ \					
MP : 60/120				/ \					
Attaque : 10		0		/ \					
Défense : 7		/ \		/ \					
Agilité : 12		/ \		/ \					
-{}=- Attaquer		Coup de poing elfe		Attaque		2	MP		
Défendre		-{}=- Boule de feu		Attaque		8	MP		
Potion									
Fuir									