



# 13. OBJECT ORIENTED PROGRAMMING (WORKSHOP)



# DIABLO

RESURRECTED™

INFERNAL EDITION



# SIMPLE RPG

- WE'LL BE DOING SOME OOP IN THE CONTEXT OF DIABLO 2
- WHY THE ENGLISH?
- Защото на български шрифтът не е достатъчно фантастичен



# THE HERO

- NAME
- CLASS
- LEVEL
- STATS



# STATS

- DIFFERENT CLASSES GET DIFFERENT STARTING STATS
- STRENGTH, DEXTERITY, VITALITY AND ENERGY
- LIFE & MANA
- RESISTANCES



# THE ENEMIES

- NAME
- LEVEL
- STATS



# ATTACK (SIMPLIFIED)

- PICK A TARGET
- TRY TO HIT THE TARGET
- ON HIT - DAMAGE THE TARGET
- RULES:
  - A. DAMAGE SCALES WITH STRENGTH
  - B. HIT CHANCE SCALES WITH DEXTERITY



# INVENTORY

- WHAT IF WE HAVE WEAPONS
- OR ARMOR?
- THIS CHANGES THE CALCULATIONS A BIT
- LET'S IMPLEMENT A COUPLE OF SLOTS:
  - A. WEAPON
  - B. SHIELD
  - C. ARMOR



# FIRE DAMAGE?

- RESISTANCES COME INTO PLAY
- BUT WE HAVE TO KNOW THE TYPE OF DAMAGE



# FINALLY - EFFECTS

- WHAT ABOUT HAVING AN EFFECT THAT INCREASES RESISTANCES FOR AN ENTITY?
- WHAT ABOUT HAVING MULTIPLE EFFECTS THAT AFFECT THE SAME STAT?



# ENOUGH IS ENOUGH

- THE CODE FROM THIS WORKSHOP CAN BE FOUND:

HERE

A dark, atmospheric landscape featuring a stone castle with towers, mountains in the background, and a path leading to a campfire. The scene is dimly lit, with a small fire providing the primary light source. The overall mood is somber and desolate.

THE END!

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