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CS 372

Final Project Specifications

Dungeon Crawler

For my final project in CS372 I plan to create a type of game that is of the Dungeon Crawler genre. This application shall be text based, which means that the character shall be prompted with text for each action and choice. The text choices and potential responses will be stored in a .txt file that I shall read in from. Also the application shall use Swing components and windows to create a graphical user interface that the user can interact with. I am not completely sure if the text choices will appear on the GUI or in the console, since the console is where text input is entered. I also plan to create a simple system of loot for the character. So if a character finds an object then it will be placed in a HashMap for potential reference later.

As far as what kinds of data I will need to keep track of, I will organize this application by class and interface. The UI shall be its own class, as well as text io. I will then create a character object that will have user defined criteria such as name, age, and gender. The loot and HashMap associated with it shall be in its own class so that I can separate out storage for items as opposed to character traits. Lastly I will put the .txt file into a resource folder.

I plan to start small with this application and make the text processing and item collection first. It will start as a console app and then I will create a UI. Depending on how much time I have will determine the amount of art and potential for animation of that artwork to simulate movement through the dungeon. Another option would be to have the console report the amount of spaces moved through the dungeon by implementing a Move() function in either the character class or potentially an environment class. Also I plan to randomize how the loot appears to the character. So if the character is moving along and the number of spaces matches the random number generated, then loot shall appear.

Overall, I really look forward to making this application and to see how far I can go. I hope I can implement everything that I have planned, but I do believe it is smart to start small and work in parts.