

Updates:

Initially, we planned on making a roguelike-platformer combination with aspects of both a roguelike and platformer, but the end result ended up being an arcade game-esque platformer. This ended up changing, because we didn't have the time to implement the complex roguelike aspects we initially planned on adding, including an experience system, a final boss, a map and puzzle rooms. Another change that occurred in our design was we didn't include a menu button, because we felt it wasn't necessary, as we didn't have a settings screen either. We also ended up not using a Node class, and instead had the Room class link to other rooms, creating a web of rooms that acted similarly to the linked lists we talked about during class. This change allowed us to easily let the player go back and forth through rooms, and even have the rooms branch off into two paths. One important design aspect that we didn't change was the idea of procedural generation, which ended up helping us make the game feel like a classic arcade game. Since the rooms weren't all generated at the start of the program, and instead were created one at a time as the player entered the doors, less objects are created in total, leading to a less laggy and overall smoother experience while playing.