

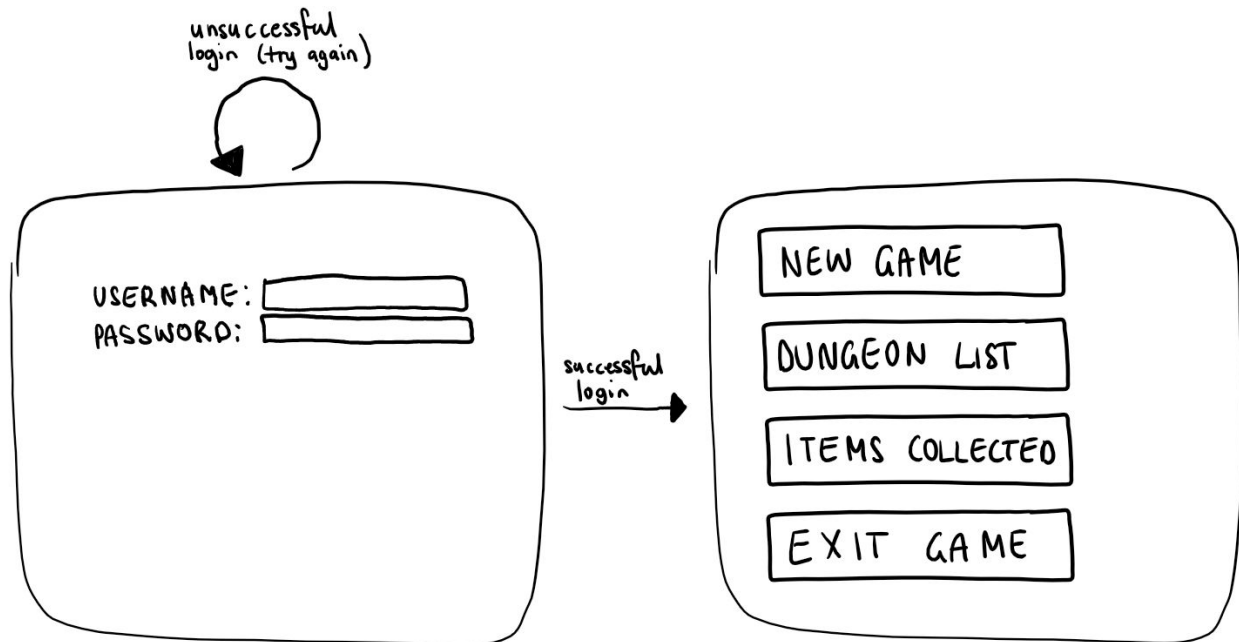
# The Dankest Dungeon Initial Scenario

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The Dankest Dungeon game will eventually allow players to explore a series of increasingly difficult dungeons, as a dragon, whilst collecting items, upgrading character stats, and encountering characters and monsters. The ultimate goal of the game is for the dragon to escape the dungeon by solving the pathfinding and logical based puzzles it finds along the way.

## Scenario “Login and First Level”

The first scenario will implement the database that provides the backbone of the application, and the login/registration screen. Once the user logs in, they will be greeted with the main menu screen. The main menu screen will have 4 buttons as follows:



Once the user has successfully logged in and their credentials have been checked, the user has 4 options:

**New Game** will start a new game at the first level of the dungeon with character stats and items reset.

**Dungeon List** will allow the user to pick any previously completed level of the dungeon with their current character stats and items.

**Items Collected** provides an inventory of items that the current character has.

**Exit Game** will Save the user's progress to the database and quit the game.

The levels are pre-designed and pre-made, but because this is a “mobile” game, these levels can be added to at any time with an updated version of the game. The first level can fit entirely on the current game screen, so the user does not have to scroll up, down, left, or right. The

controls of the game are available as both point and click, or “wasd” controls to move up, left, down, and right respectively.

The character will have options depending on what object is next to them in the game. They can move freely in any direction so long as they are not blocked by any obstacles. If there is an item available to pick up, they can pick it up by clicking on it or moving on top of it. For example if there is a fire potion, the player can walk over it to pick it up, then they will have 1 charge of fire breath to use on any obstacle. If they are next to an exit and are able to, they can move on to the exit to take them to the next level of the dungeon carrying any extra items collected from previous levels with them.

Having the database and the start screen already implemented, the developers will come up with the basic logical puzzle for the first level of the dungeon to introduce players to the mechanics of the game, and implement the first level of the dungeon GUI (this may be a text-based version initially, with a more fleshed-out GUI version to follow in this scenario or the next. No additional items or characters other than the dragon will be created for this scenario.

TODO:

- (1) Login/registration screen with database connection
- (2) Basic GUI and connecting Java to MySQL
- (3) Implementation of first level of the dungeon in text/ASCII version and,
- (4) as a stretch-goal GUI version of first level.