

Group 16

Dankest Dungeon

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About the game

Dankest Dungeon

- We are a group known as Bohn Jell Entertainment.
- Dankest Dungeon is a top-down 2D roguelike game with a twist.
- Not the **hero** but the dragon! Trying to collect as much treasure as you can to hoard.
- Intended as a free mobile game.
- Traverse, survive, and collect till you reach the bottom!

(Special thanks to Group 14 from February of 2018 [Arthur, Bennett, Chris, and Ovidiu] for their idea for the game!)

Game Design

GAMEPLAY AND RULES

- 4 tile types: Rock, Grass, Chest, Door.
- Fog of war until tiles are visited.
- Sound effects provide immediate feedback to player.
- Player can only move to adjacent tiles.
- Explore level to find key.
- Player must find key to descend to next level.

Plans on what to add

- Add Enemies that runs after you or in a random direction. If it touches you then you have to restart.
- Add items that can:-
 - Power up.
 - Larger moves or teleport.
 - Kill enemies... etc.
- Intermission merchant to spend your gold in.
- Multiple keys, doors, and chests.
 - Different types of chests!

Demo Time!