

The Dankest Dungeon Scenario 2

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Scenario “NPC Interaction/AI and 2nd Level”

The second scenario will continue to implement and finish off the introduction screen and main menu from the first scenario. A key feature of Dankest Dungeon is the ability for the player to pick up items and use those items to either progress to the next stage in the dungeon, or to defeat NPC enemies that they encounter on their search through the dungeon levels.

In this scenario, the player will be able to progress to the second level of the game. The player starts the game at the introduction screen, then moves on to the main screen where they have 3 options: Look at their Inventory (from their currently active game), start a new game, or open up a list of dungeons to begin playing from.

If the user chooses to start a new game, they are inserted straight into level 1, which is the tutorial/introductory level of the game, demonstrating to the player the mechanics of gameplay. Once they have successfully found the treasure chest which will give them some gold and a key, they will need to find the exit to the next level.

In between all levels, the player can spend the gold they have accumulated at the shopkeeper, who will have items such as potions, weapons, and keys for purchase. Once they have finished shopping, the player can progress to the next level.

In level 2, the player will encounter their first (enemy) NPC. The enemy will take a turn every turn that the player takes, and the player will have to defeat the enemy (or get lucky and be able to slip past the enemy) to progress to the next level.

The main gameplay elements introduced for this scenario are the second level, and interactable NPC characters in the game, as well as AI that controls the enemy players' movements and attacking decisions.

A diagram of the program flow is presented below. The player is also allowed to exit the game at any time during gameplay.

