Dankest Dungeon

Coding Project Summary

**Group 16: Alex Choi, Andrew Macatangay, Sam Alammar, Luke Austin**  
CS 440  
University of Illinois Chicago

# Description

Dankest Dungeon is a mobile application created by Bohn Jell Entertainment. It is a 2D adventure game where players can explore dungeons to escape the dungeon. In Dankest Dungeon the player will need to explore different rooms within a dungeon to escape. The game consists of different chests, doors, walls, monsters, power-ups, and more that will help the play navigate their way through the system. This is a simple game that any player of any age can understand by tapping through their mobile device.

# Project Deliverables

This Project is based on the Technical Report written by Arthur Mezheritskiy, Bennett Maciorowski, Chris Lee, and Ovidiu Bahnean by the name of “Dungeons and Dank” from February 2018. The final product ended up being quite close in implementation to the report described, a 2-Dimensional roguelike puzzle game. Implementation of the level design focusing on the dragon character stems straight from the report. The game relies heavily on puzzle-based level design and exploration by the player and is designed for mobile and touchpad usage.

# Testing

There were 4 main categories of testing as shown below with (coder => tester) labelled in parentheses:

* 1. GUI (Sam => Luke)
  2. Logic/Code (Andrew => Alex)
  3. Audio (Alex => Sam)
  4. Playability (fun) (Luke => Andrew)

# Inspection

For the purposes of inspection, our team selected the most important areas of concern. This includes all event handlers that deal with sound effects or music, all secondary classes dealing with special tiles and the player, the secondary classes dealing with the levels themselves, and the function of how each class works together in the main driver class.

Bohn Jell Entertainment Code Inspection Checklist – Java

1. Intention of Design and Specification
2. Initialization of Variables
3. Method Calls
4. Object Comparison
5. Graphical User Interface
6. Computations and Comparisons

Please refer to the full report for the detailed Inspection checklist.

# Recommendations and Conclusions

Based upon all testing and inspection parameters, the program passed all the procedures that it was subjected to. All the tests were run again after the coding reached maturity to make sure that there were no regressive errors.

Certain parameters were re-inspected to make sure that all changes reflected the intended purpose of the code. At the basic level, all coding inspections problems were addressed properly and all suggestions by the coding inspector were considered and implemented into their respective coding sections.

# Project Issues

Dankest Dungeon is not without its faults. There are still issues with monetization of the game. Since Dankest Dungeon is Bohn Jell Entertainment’s only game, we need to be able to provide for our workers, and benefit as a company.

Though we have to be careful. A lot of the time, mobile games die off because of a focus on monetization rather than the state of the game. Some games in the market are only meant to be money-grabbers, and we do not want Dankest Dungeon to be one of those games.

If changes need to be made to cater to free players, then we can add lower-level updates to cater to those players. The updates will not only cater to high level players who spend money on the game.

# Ideas for Solutions

Some examples of ways to monetize the game is to add in-app purchases. During the intermission of each level, we can have a shop keeper where players can buy power ups and other items. We plan to make this free, with the addition of buying gold so that paid players can boost their way to higher levels. This would allow free players to still enjoy the game without having to pay, and it gives the option to paid players to play at a faster rate.

Another example is to create a monthly subscription. This subscription would only cost about 5 US dollars per month which is on par with a lot of other subscription-based applications. We can create perks for these members. At the start of every month, we can add exclusive dungeons that only paid players can access. The dungeons can include more gold and power ups.