

# dungeongame Classes

"mod" - Modifier. A value added to random number. A la D&D modifiers.

"per" - Perception. The ability of a Player or Monster to see something.

"vis" - Visibility. How difficult an object is to be seen.

"dex" - Dexterity. The agility of a Player or Monster. Used by Player in combat and when avoiding traps, and used by Monsters in combat.

"avoid" - Ability of a trap to be avoided by the player.

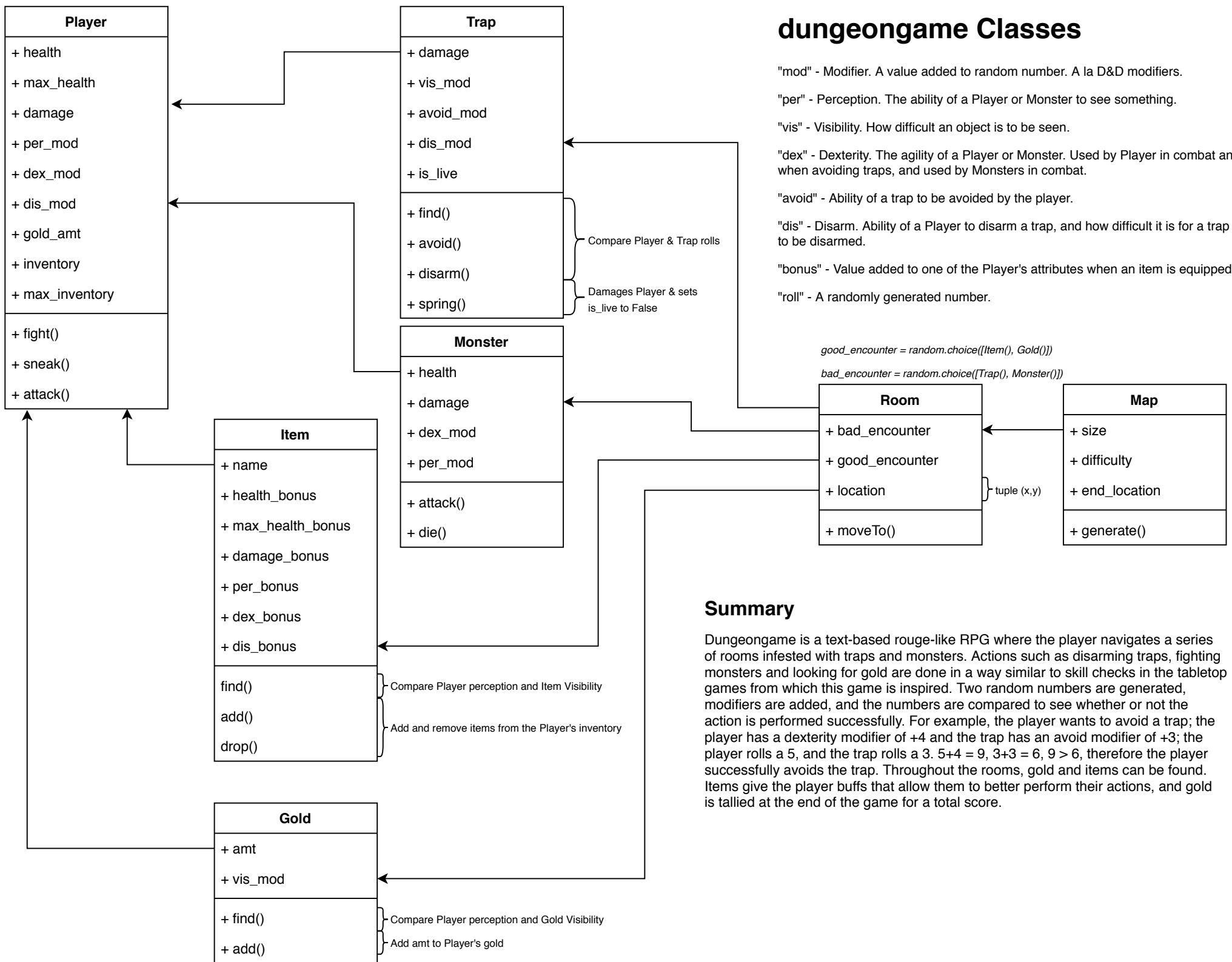
"dis" - Disarm. Ability of a Player to disarm a trap, and how difficult it is for a trap to be disarmed.

"bonus" - Value added to one of the Player's attributes when an item is equipped.

"roll" - A randomly generated number.

```
good_encounter = random.choice([Item(), Gold()])
```

```
bad_encounter = random.choice([Trap(), Monster()])
```



## Summary

Dungeongame is a text-based rouge-like RPG where the player navigates a series of rooms infested with traps and monsters. Actions such as disarming traps, fighting monsters and looking for gold are done in a way similar to skill checks in the tabletop games from which this game is inspired. Two random numbers are generated, modifiers are added, and the numbers are compared to see whether or not the action is performed successfully. For example, the player wants to avoid a trap; the player has a dexterity modifier of +4 and the trap has an avoid modifier of +3; the player rolls a 5, and the trap rolls a 3.  $5+4 = 9$ ,  $3+3 = 6$ ,  $9 > 6$ , therefore the player successfully avoids the trap. Throughout the rooms, gold and items can be found. Items give the player buffs that allow them to better perform their actions, and gold is tallied at the end of the game for a total score.