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One Dungeon One Dragon Prototype Document

For the prototype, we had intended to have a fully working version of the game. It was to be small, but completely bug-free and functional. We started off just wanting to have the one room and a couple solutions, however as we got closer to the prototype day, we found that we were ahead of schedule and started to add more to the project backlog. A few of the things we added to the backlog, we didn't finish, such as the character selection, which we took out and put back into the stretch goals to avoid further conflicts.

What we do have for our prototype is a menu and title screen, a character, movement for that character, the main room, a sword the hero can pick up and put down, and four unique end screens.

The sound is partially working, and we are still working it out, though it isn't as important to the game. The extra rooms are semi-functional, and we hope to fix them as soon as possible. They produced a lot of challenges on how to manage different items in the game. Once they are fixed we should be able to add as many rooms as we like. From then on it will be trying to add more solutions to the game, but the rooms are the major step to moving on in our work.