Cassadie Moore

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Final Project Proposal:

*Dungeon Crawler V. X.3000*

We decided that we are going to put together a dungeon crawler type simulation. The user would be controlling a character through output options. The character would have health points and damage points that would be kept track of throughout the user’s excursion, and then a statistical analysis of the damage taken and dealt could be displayed at the end of the adventure.

We would have a class of monsters that would generate the amount of health the monster has as well as the amount damage the monster is able to deal. The damage the monster deals could either be a finite number or a range that the monster could hit within. The character would then have to face these monsters at randomly generated points in time.

As far as putting together the dungeon map that the user would be navigating through, we talked about either putting together a few different dungeon maps that we could display using asci art, or figuring out how to randomly generate a new map for each game the user decided to play. We would need a class of maps. The maps could be generated by an algorithm for the rooms where the character would run into either a monster confrontation or perhaps some sort of item chest of a sort. The user would get a randomly generated map from the selection we had already made and then would go along his/her merry way.

We are still toying around with different ideas for how to generate the dungeon maze, which seems to be the biggest part of our project. We are in the process of researching different options for generating a random maze for the user to go through.