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Requirement Specifications:

*Dungeon Crawler V. X.3000*

The bulk of our program is going to be generating the maze that the user will go through during their quest through our game. We are going to set up a 20 by 20 box of area for the maze to be set up within. The main problem we will be trying to avoid is accidentally making some sort of room. We are focusing on a basic, simple, one lane type maze. We are using arrays to hold onto the coordinates of either walls or the actual maze, and we are using a stack to hold onto the coordinates of the path maze takes. We chose a stack so that if we accidentally make a “room”, we can back up and start new and try to avoid having any rooms or loops.

|  |  |
| --- | --- |
| Class coords | Monsters |
| * Int x * Int y * Class coords() | * Int health * Int attack * Int armor * Monsters() * Monsters(hp, ap, armor) |

We have a class that will hold our coordinates so we can stick them in the stack, and we have a class for the different monsters that will appear and confront the user throughout the maze.