Escape the Dungeon

Goal

1. Create a finite game based on states.
2. Complete the game by leaving the dungeon

Design

The player will have 3 stats. Those stats are as follows: Health, Armor, and Max Damage.

At the start of the game, the player will choose between 3 classes. The classes are described as follows: Sorcerer will have a higher max damage, but a low armor and health. Warrior will have High Health and Armor, but low Max Damage. Rogue will have middling damage, health, and armor.

Combat will proceed as follows: The player will create a random number between 1 and 20, the stat of which is increased by the max damage. If the result is higher than the enemies armor stat, the enemy is dealt a random number of damage between 1 and the max damage. If the enemies health is above 0, then the same thing will happen in reverse, with the enemy attacking the player. Once the combat is won, the damage is healed and the game continues. If combat is lost and the player’s health is reduced to 0, the player loses the game and returns to the start menu.

After creating your character, you will start in a cell. The standard process of events will be: asking the guard what is happening today, retrieving your gear, fighting in an arena, winning freedom, and winning the game. Each class will have a unique way to escape. Warriors can knock out the guard, retrieve their equipment, and break out of the prison via a weak spot in the wall. Rogues can steal the key off the guard, wait for them to leave, unlock the door, and sneak out of the prison via the sewers. The Sorcerer can retrieve their gear, cause an explosion, and escape through the ensuing chaos. Completing the game lets you return to the start menu.

Testing

Testing consisted of playing through all the options and outcomes that could happen. Doing so resulted in catching numerous logical mistakes or misspellings, however one specific inconsistency remained, that being the damage being dealt to the enemy would sometimes result in a 0, for some unknown reason. This was rectified by adding 2 to whatever roll was being had.