

ELEC-A7151 PROJECT

Dungeon Crawler

Aalto-yliopisto ELEC-A7151 Object oriented programming with C++

Team members:

Matias Veikkola

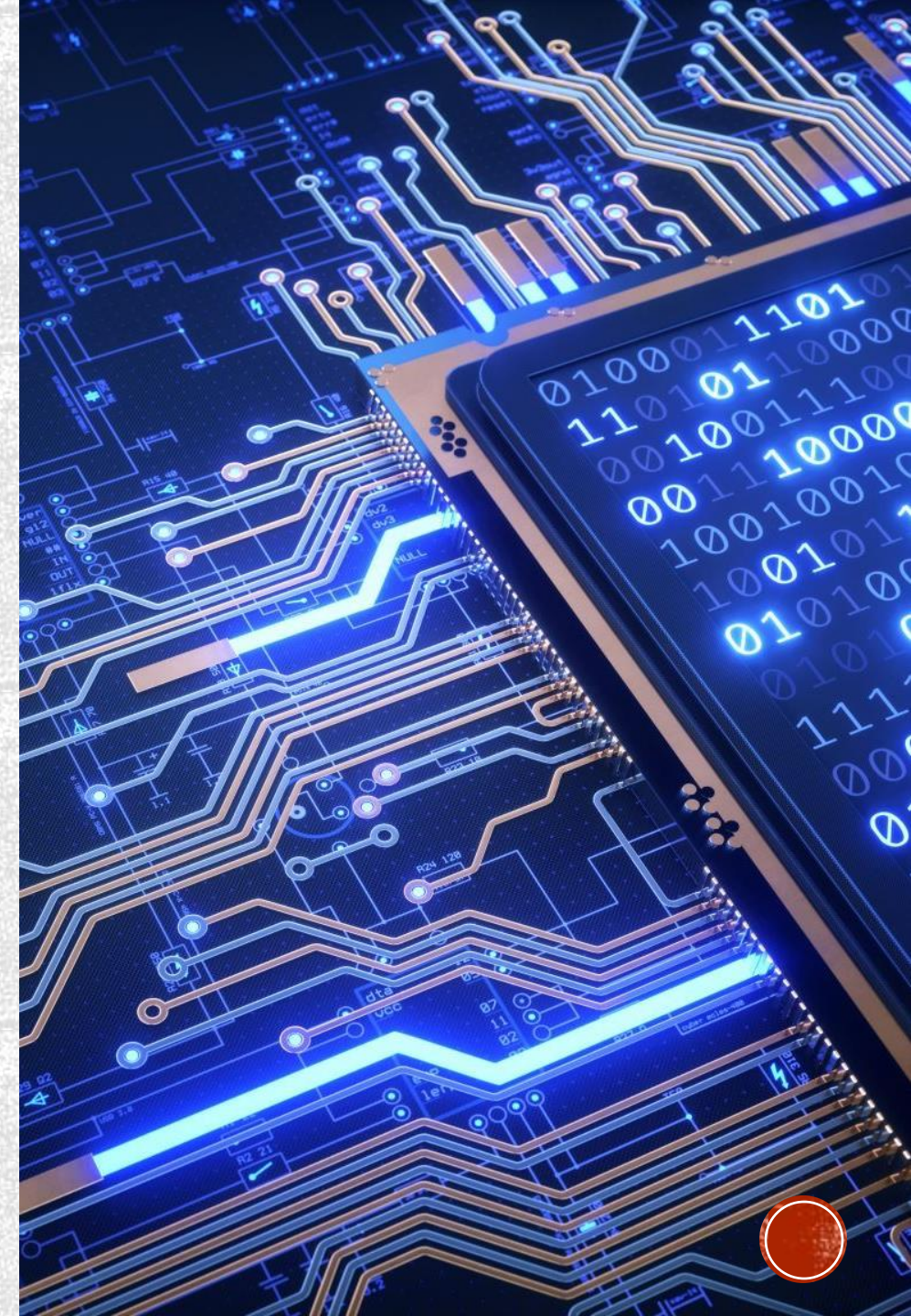
Henri Palin

Lauri Palin

Daniil Parniukov

DESIGN

- UML
diagram: <https://app.diagrams.net/#G1RYKd8ZrZ2QbKDOCPUWvmsN6KGcSTBIT>
- Build tool: CMake
- Libraries
 - C++ standard libraries
 - SFML as a git submodule
- Valgrind
 - Testing for memory errors
- Doxygen
 - Code commenting and documentation
- Hard coded tests
 - Tests for major functions



IMPLEMENTED FEATURES



Basic features

Simple 2D graphics

Moving through corridors and rooms.

Combat between the player and different types of monsters

Collectibles which can be used later on (potions)

Winning & losing conditions (game over screens)



Additional features

Randomly generated dungeons

Randomly generated monsters and items

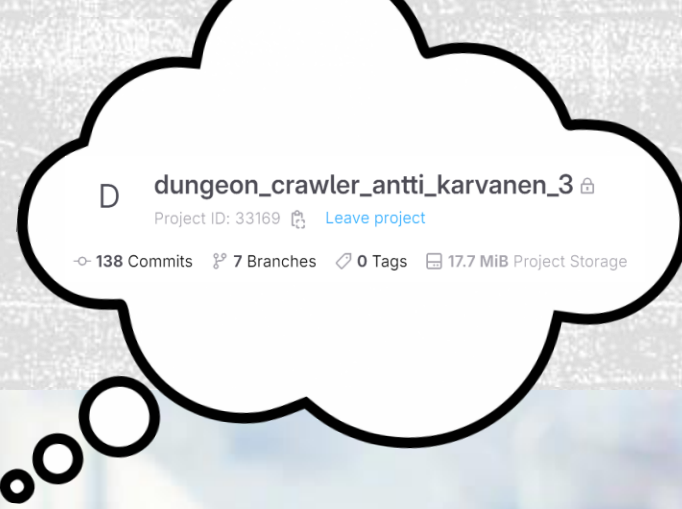
Random textures in the dungeon

Player running

Item pickup

Equippable items with UI indicators










WORKING PRACTICES

- Gitlab
- Issues for new tasks
- Branches for each new feature
- Merge requests and reviews before master push
- Header files
- Doxygen for code
- Google C++ style



Item usage done.	7 Dec 2023 09:23
Transition between rooms, done.	7 Dec 2023 08:33
added missing ;	6 Dec 2023 19:02
Merge branch '30-create-tests' into 'master'	6 Dec 2023 18:54
added runtests to main	6 Dec 2023 18:56
Merge branch '27-inventory' into 'master'	6 Dec 2023 18:44
fixed merge conflicts	6 Dec 2023 18:48
made test directory with test files and made some tests for dungeon	6 Dec 2023 14:08
added inventory.cpp and added more comments to code	6 Dec 2023 13:14
added amount indicator to inventory	6 Dec 2023 12:16
added item textures to inventory	6 Dec 2023 11:43
 origin/26-add-sounds add first version of sounds WIP	5 Dec 2023 16:45
Merge branch '29-player-running' into 'master'	5 Dec 2023 09:01
<div> <div>STRUCTURE</div> <ul style="list-style-type: none"> ▪ Frequent commits ▪ small, focused commits with clear and descriptive messages ▪ Working code merged to master for weekly meetings ▪ Deadlines </div>	
 stash@{2} WIP on 27-inventory: 519b0e1 Merge branch '25-fix-creature-draw-offset' into 'master'	30 Nov 2023 21:49
 stash@{3} WIP on 27-inventory: 519b0e1 Merge branch '25-fix-creature-draw-offset' into 'master'	30 Nov 2023 11:35
Merge branch '25-fix-creature-draw-offset' into 'master'	30 Nov 2023 14:56

 Merged Resolve "create class for dungeon" 4-basic_dungeon  into master

Overview 4 Commits 7 Changes 3

- Veikkola Matias requested review from @palinh1 1 month ago
- Veikkola Matias added 1 commit 1 month ago
 - c58a1684 - changed color of corridors to red and changed generateCorridors function to...

[Compare with previous version](#)

Palin Henri @palinh1 started a thread on an old version of the diff 4 weeks ago  Show thread
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Resolved 3 weeks ago by Veikkola Matias

- Veikkola Matias resolved all threads 3 weeks ago
- Veikkola Matias added 1 commit 3 weeks ago
 - c114625d - fixed merge request comments

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✓ Palin Henri approved this merge request 3 weeks ago

 Veikkola Matias merged 3 weeks ago

TYPICAL EXAMPLE OF A MERGE

- Reviewer
- Threads
- Approval

