**Dungeon Walker**

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Dungeon Walker is a 2D top-down dungeon crawler rouge lite. The player is trapped in a dungeon and is forced to find their way out dodging deadly traps such as protruding floor spikes and flame throwers. The player is in a race against time to collect as many points as possible in the shortest amount of time.

Dungeon Walker contains a set of randomly generating levels, some are like a maze and others contain a multitude of traps in a randomly generated pattern. Each new run of the game is unlike any previous runs to test the players adaptability. The player’s score is based off of three criteria: the amount of time it takes to complete the levels, the amount of points collected throughout the levels and a deduction for the amount of player deaths. The player can save their score to a file and check all the high scores that have been saved.

Dungeon walker contains multiple sound effects, background songs and animations which trigger off different events.

A diagram of a computer game

Description automatically generated

References for Resources

Songs:

RetroFuture Clean by Kevin MacLeod | https://incompetech.com/

Music promoted by <https://www.chosic.com/free-music/all/>

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<https://creativecommons.org/licenses/by/3.0/>

Sleepless City by Keys of Moon | <https://soundcloud.com/keysofmoon>   
Music promoted by https://www.chosic.com/free-music/all/  
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<https://creativecommons.org/licenses/by/4.0/>

Sound effects found in asset pack:

FREE Casual Game SFX Pack

by Dustyroom

<https://assetstore.unity.com/packages/audio/sound-fx/free-casual-game-sfx-pack-54116#publisher>