**Repository:**

[**https://github.com/GeorgeKoralski007/DungeonAdventure**](https://github.com/GeorgeKoralski007/DungeonAdventure)

**Basic Gameplay**

User creates a hero using the console interface. User then navigates through a dungeon to find all 4 pillars of OO and find the exit. Using N,S,E,W to navigate.

User battles monsters along the way, each hero has their own special ability as well as a standard attack.

**Dev Cheats**

?: Displays whole dungeon

HEALTH: adds 1024 hitpoints to the hero

**Shortcomings**

**Contributions**

George Koralski

* Create github repo
* Room class - all encapsulated objects and print methods
* Room unit tests (junit)
* DungeonCharacterFactory class
* Dungeon class - generation of rooms with objects and monsters, hero move logic, print hero current room, print surroundings, print all rooms
* Part of DungeonAdventure gameplay logic (counting pillars, vision potion, move menu)
* Bug Fixes and Polish

Andrew Mitchell

* Driver Program and start() method
* DungeonAdventure Gameplay Logic Structure
* Unit Testing
* Health dev cheat
* Vision Potion usage portion of Hero.java
* UML Diagram
* Bug Fixes and Polish

Matthew Markus

* New Monsters(Infernal, Ghoul and DeathWebSpider)
* Added Druid Class
* Added Health Potion
* Changes to implement vision potion
* Bug Fixes and Polish