Escape the Dungeon

Management and development are one of the most crucial factors for us to succeed in this group project. To make changes or overcome difficulties effectively, we have decided to follow the agile process model and the scrum development cycle. We are going to work in small teams to maximize our communication and knowledge sharing. Also, we will have the scrum meetings either virtually before class on Tuesdays or via our Discord server every weekend. So, we can reorient our work and make plans easily and productively. We have planned to have seven increments. Starting by making the base window with a moveable character controlled by using the keyboard. Secondly, we are going to use a tileset and tilemap for making a basic level structure. Thirdly, we will add the function to "flip" the level to the alternate world. Fourthly, we will add different user interfaces for the game, for example, the duration of the time, and the scores. Fifthly, we are going to add different entity classes, such as the enemies, rewards, and punishments to the game. Sixthly, we will add the game menu and settings screen. Finally, we will create multiple levels including the boss level. In every increment, we will divide our group into small teams and set deadlines and goals weekly to keep ourselves not falling behind the schedule.

One of the most famous adventurers is seeking treasures inside the dungeon. However, the player may encounter different enemies and traps during their pursuit of the treasure, and successfully escape the dungeon to win the game.

One feature that our game will include is that players can press the "f" key to flip the world. The location of the entities including the main characters, enemies, and traps will remain the same. But the color tonality of the entire world will change, and the location of the walls and hazards such as lava pools and holes will be different. Players are forced to make use of the world flipping to escape from the enemies and pass through levels.

Another feature is that twenty or more levels will be included in the game. But ten of them will be randomly selected for the player every time they enter the game. There is a boss level at the end. To get to the final treasure players will be required to kill the boss and escape the dungeon. So, players may have a completely different gaming experience.

Next, one interface customization is that the main character will be the center of a top-down scrolling camera. Players can have a vision of the entities around the main character. Also, a game menu interface will be provided once the players enter the game. They can customize their game settings, such as the volume of the music inside the setting menu. The duration, the scores, and the health of the main character will be presented at the bottom of the main window during gameplay.