Dungeon Scurry

Quasi-randomly generated dungeons (Premade or semi-random rooms inserted on a grid with semi-random doors)

Customizable hero (stats can be chosen and character icon can be selected from short list)

Semi-Randomly generated weapons (stats of each weapon will be semi-random while base stats for set weapon types will be given) This includes ranges weapons which will require line of sight and range checks.

Camera which will focus player in one room at a time. A large master grid will hold entire pre-made dungeon. A smaller grid will be shown and will run separately but take objects from a room in the master grid. This camera grid will update the master grid when the player leaves the room

Inventory system which will open a new panel a grid world which consists only of items the player has

Skill Bar which will track player’s health as well as four equitable items, as well as hold character stat and inventory buttons and show last die roll.

A text box to hold all battle information including dice rolled and damage done.

Monsters which will derive from the critter class

Player will be controllable with WASD and inventory and stats will be hot-keyed

Game system will be based off the Dungeon Squad RPG

ART ELEMENTS

Icon for app

4 character models

Weapons as Mitchell see’s fit

Monsters

Classes

Abstract Item

Abstract Consumable

Potion/bandaid/stuff

Abstract Weapon

Abstract Melee Weapon

Swords N’ junk

Abstract Range Weapon

Ranged weapons

Abstract Spell

6 or something spells

Abstract animal

Monsters TBA

Player

Extensions so that players could use multiple images

World (from grid world)

Item world (to be used for inventory system)

Screen (full GUI), might fit in as a child of world maybe not