Dungeon Rogue

Game User Guide

Dungeon Rogue is a 2d rogue-like game where the player defeats enemies to progress rooms where higher level enemies spawn until the player is defeated. The goal is to progress to as many rooms as possible and achieve a high score.
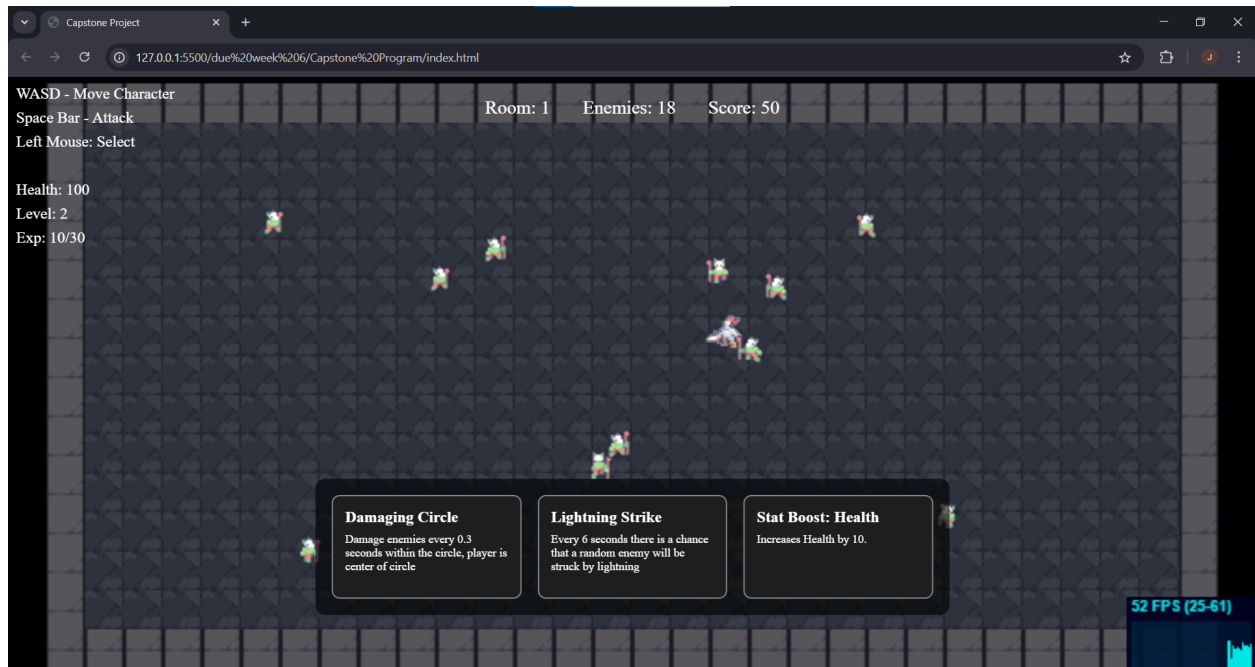
How to Play

Controls:

- W key - Move Character Up

- A key - Move Character Left

- S key - Move Character Down

- D key - Move Character Right

- Space Bar - Attack

- Left Mouse Button - Select Buttons and Perk Selection

Objective: Obtain score by reaching as many rooms as possible and by defeating enemies.

Gameplay:

The player spawns in a room that spawns enemies overtime. The player can progress rooms by defeating all remaining enemies in the room. Defeating enemies grants exp and if the player achieves the exp requirements to level up or clears a room, they are able to select one of three perks. Clearing rooms and defeating an enemy grants an amount of score to the player. The game continues until the player is defeated in which a GameOver screen will appear that displays the player's final score and will allow the player to play again. Playing again will reset the game to the beginning.

Perk selection:

After leveling up or clearing a room, the player is able to select one of three perks.

Current Perks:

- Damaging Circle

- Lightning Strike

- Stat Boost:

- Health

- Movement Speed

- Attack Damage

Damaging Circle and Lightning Strike, once selected, will be replaced with upgrades that will improve the perk. The Stat Boost perk will be randomized between Health, Movement Speed, and Attack Damage each time the perk appears.

Credit:

- Character and enemy sprite sheets:

  https://craftpix.net/freebies/free-top-down-roguelike-game-kit-pixel-art/?num=8&count=213&sq=top%20down&pos=7

- Lightning Effect:

  https://craftpix.net/freebies/free-animated-explosion-sprite-pack/?num=1&count=10&sq=lightning%20strike&pos=9