Untitled Dungeon Crawler

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How it works!

- Click on doors to advance through dungeon

- Defeat the enemies and collect gold

- Find the key for the boss room

- Enter the boss room

- Once boss is cleared advance to the shop

- In shop buy items to upgrade your build Ex: Heal after every boss

- Rince and repeat

Data Structures & Algorithms

- Dungeon Generation (int stage)

- Creates the first room

- It creates a new room for each unconnected door

- Boss Room generation

- Finds the deepest rooms and picks a random one to spawn the boss door

Commit

- Allowed the option to add multiple boss rooms

- Changed from a single boss room to a list bossRooms

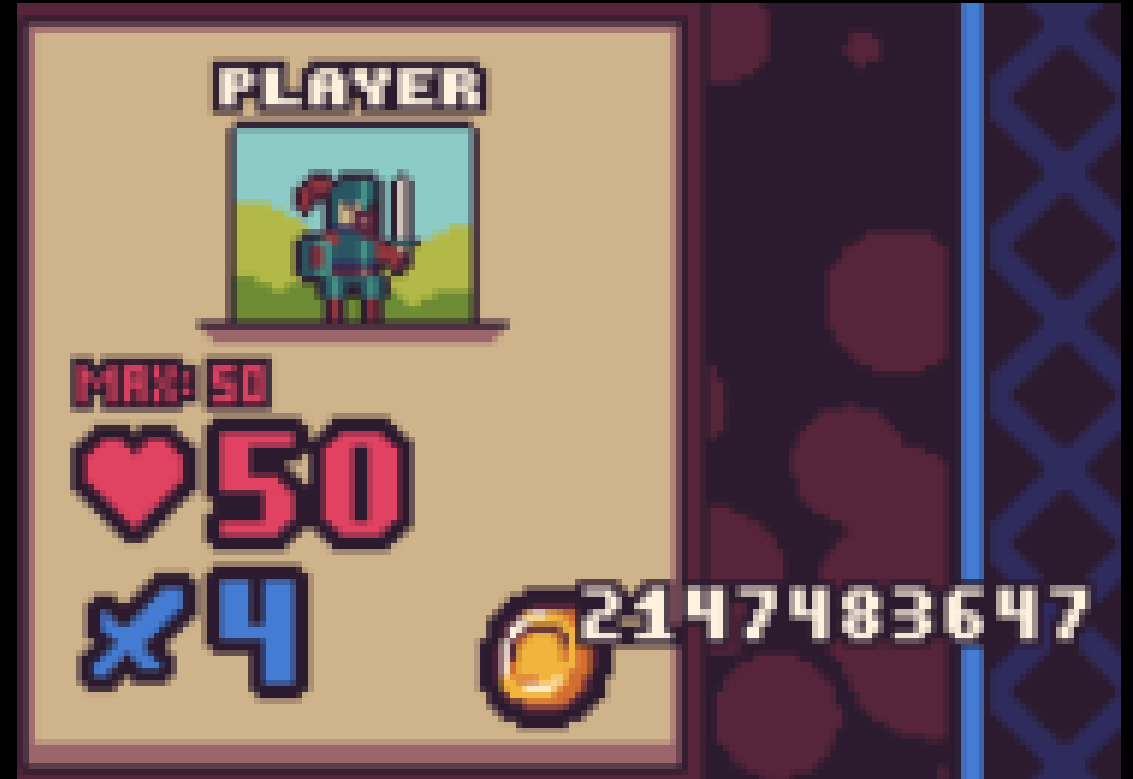- https://github.com/KyleBermundo/Assignment3/commit/2f3fdf429386128d1fddfc74332c437b43852db0

Linked List

- We added a linked list for the store manager portion so that we can remove items and restock items efficiently.

- https://github.com/KyleBermun do/Assignment3/commit/2f3fdf 429386128d1fddfc74332c437b 43852db0

New Algorithm

- Added an Infinite coin cheatcode!

- https://github.com/KyleBermu ndo/Assignment3/commit/6df 2030b4a7446b78cb7bf4a1a3 583751e0b00d6

Refactoring

- We have refactored certain codes we have edited on.

- https://github.com/KyleBermundo/Assignment3/commit/4a13551d86cee4d38261bfad489b5ae50b243a6c

Example of refactoring we did

- Removed due to being able to simplify

```
List<EC_Door> _doorsToFill = new List<EC_Door>();

for (int i = 0; i < doorsToFill.Count; i++)
    _doorsToFill.Add(doorsToFill[i]);
```

```
List<EC_Door> pendingDoors = new List<EC_Door>(doorsToFill);
```

Conclusion

- We had trouble bug fixing

- Needing the right version of the game engine to run and test the game

- Fun time testing the cheat code

Questions?