I thought this was interesting because it used libgdx as an outside graphics library

[redacted]

For my final project, I want to create a roguelike deckbuilding game similar to Slay the Spire but with the ability to play cooperatively. In Slay the Spire, the player starts with a default set of cards that either block or defend. As the player progresses, they have the choice to add new cards that go beyond basic attacking or defending and the combination of card choices each run encourages different playstyles. The player also selects a path to venture down and will often encounter branching paths along the way to select what type of room they will enter. There is the normal enemy encounter, a boss encounter, a shop, a healing room, or a mystery room. Boss rooms drop relics that give the player passive buffs but are more dangerous. Entering too many non-hostile rooms will leave the player with not enough cards to fight the final boss. The player has to manage risk in order to make it to the final boss without their deck being too weak or their health being too low. I want to create my own endless version of this with a scoring system for rooms cleared and the added element of co-op to enjoy the game with friends.

The user will be able to start a session and every session starts a new run with a server id. The user is then put in a lobby with the ability to start, name, or terminate the session. While in the lobby, other players are able to join the game based on the server id. Once the game starts the host is able to select a type of room to enter. The game will alternate between room selection and the rooms themselves. In turn-based combat or while waiting for another user's actions, while it is not time for the current user to interact with the GUI their actions will be interrupted with a waiting dialogue. Only after all user actions are registered are they enacted. These interactions will use multi-user concurrency with a server that is multithreaded to handle the requests. Normally in Slay the Spire, as it is only the player versus the CPU they face each other. The players will be positioned in the cardinal directions and the CPU will face the direction they are

attacking. I want to use the Java framework libgdx in order to aid in implementing features and the GUI for the game. When all players die, their score will be listed in the database under the name of their session which is named their session id if they did not name their session at the beginning.