

## Team



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# DUNGEON CRAWLER

A board game-like video game.

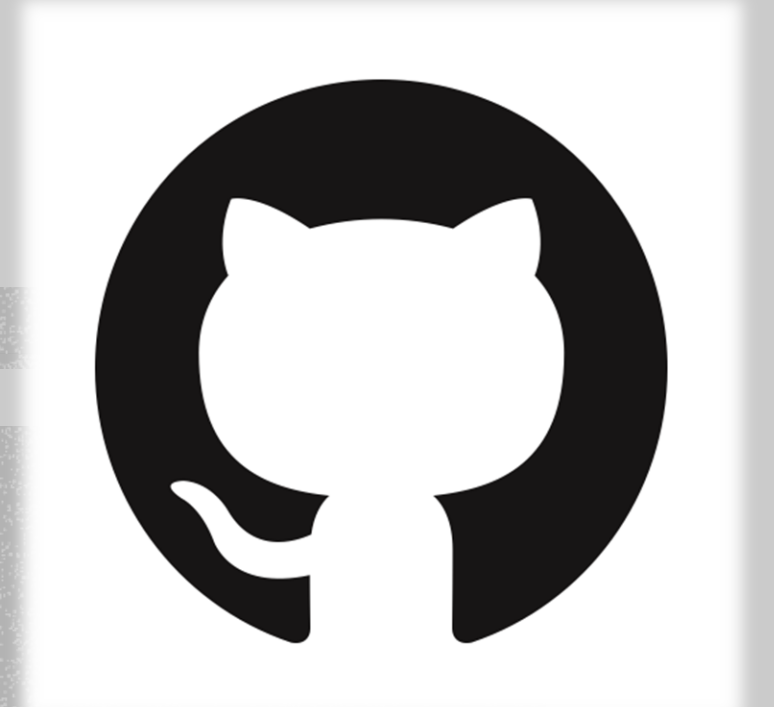
## What is Dungeon Crawler?

Dungeon Crawler is a multiplayer video game that aims to emulate a board game-like experience of exploring an ever-expanding dungeon. The game follows a turn-based system in which players explore and reveal more of the dungeon, uncovering enemies and traps along the way.

## Future goals

The current version of the game does not include online multiplayer. One of our goals for the continuation of this project is implementing online multiplayer functionality.

We also plan to improve the look and feel of the game by changing the menu designs.



## Implementation

We are using Unity with C# for the game programming and Github for version control. For detail, see the design diagram below which represents the game's flow of data.

