

The background is a dark, atmospheric illustration of a stone dungeon corridor. The walls are made of grey stone blocks, and the floor is paved with large, dark stone tiles. Several torches are mounted on the walls, casting a warm, orange glow. Spider webs are visible in the upper corners of the frame. The overall mood is mysterious and foreboding.

The Dwarven Miners Guild
Presents

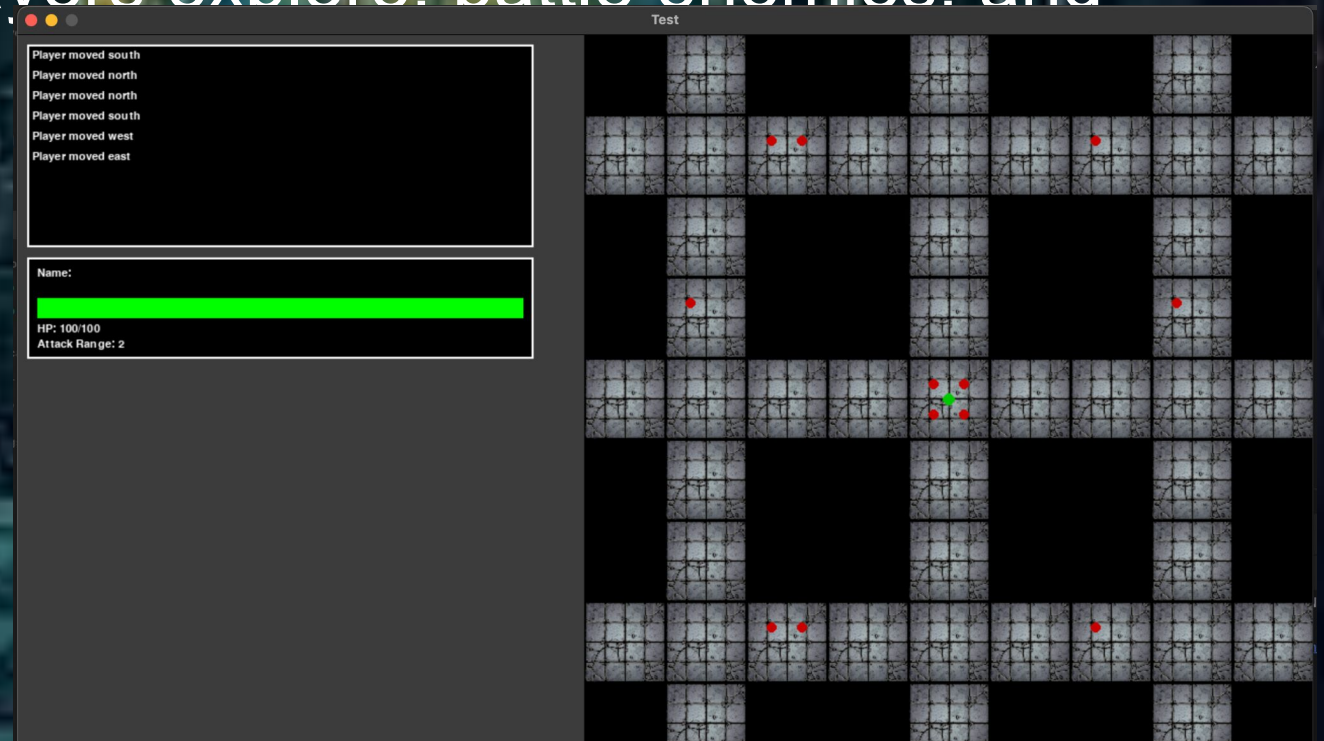
A Text Based RPG Adventure

Our Team

- Matthew Vanslooten
 - Team Lead
 - Scrum Master
 - Map Layout Designer
 - Movement Logic
- Nathan Lenters
 - Debugger
 - UI Rendering Designer
 - Meeting Minutes and Meeting Organizer
 - Project Assignment Overviews

Project Overview

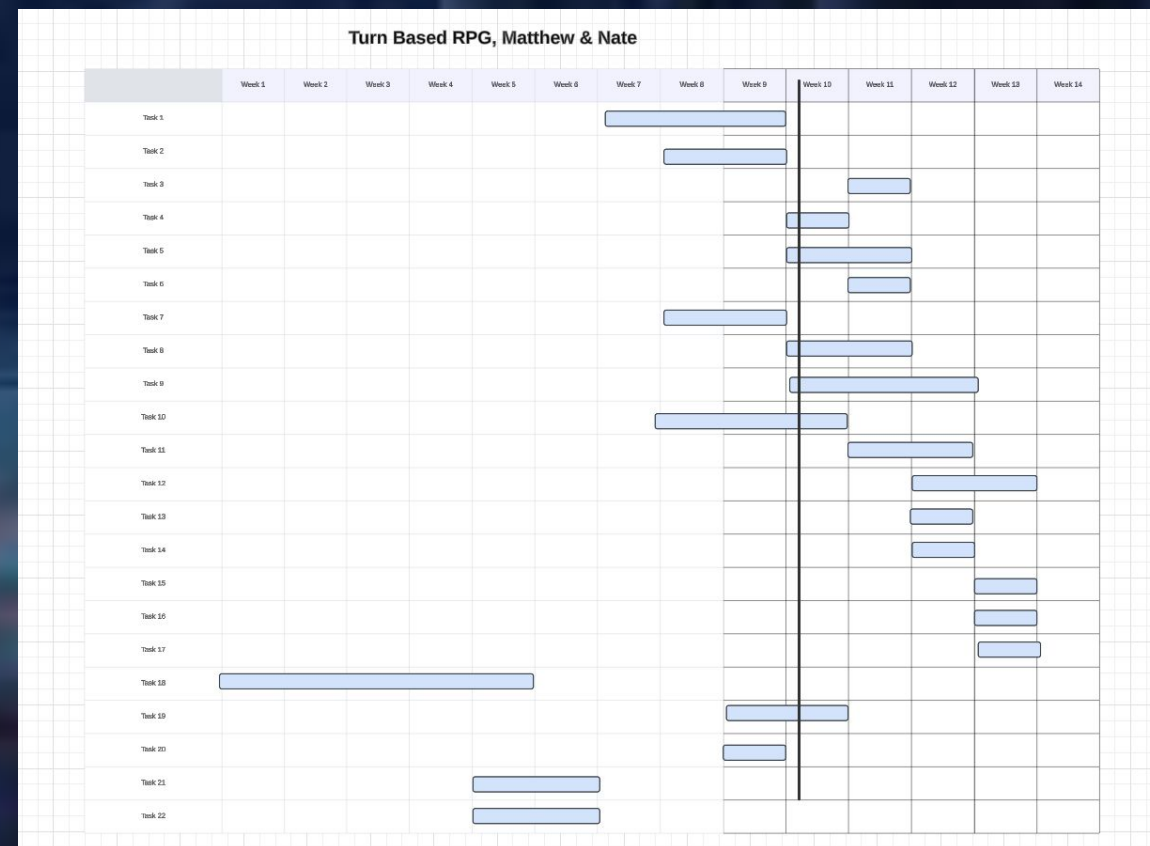
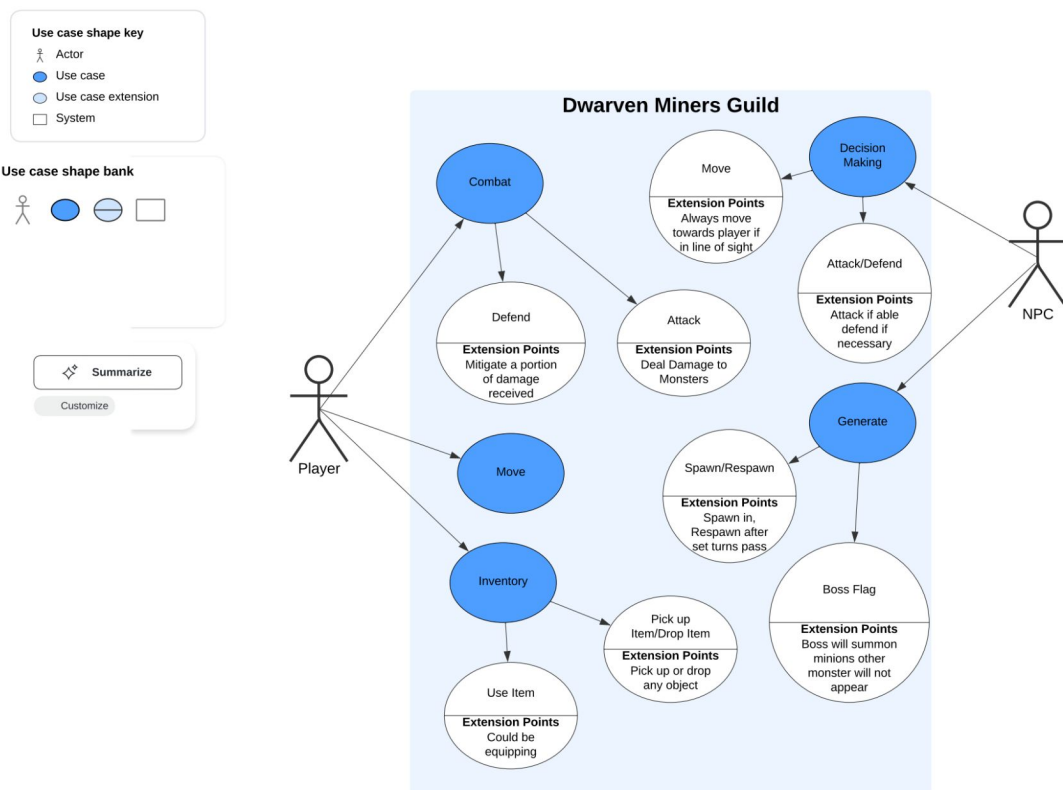
- A text-based RPG where players explore, battle enemies, and make choices
- Main features
 - Turn based combat
 - line-of-sight mechanics
 - Player freedom of movement
- Project Image ->



Timeline and Goals

- Original time goals
 - Create an enemy and a player class
 - Render a map for the player to move
 - Render a player UI such as health bar and attack range
 - Add a dungeon boss to the game
 - Implement a leveling system for the player
 - Add a player inventory and items to strengthen the player
- Goals we were not able to meet
 - Dungeon Boss
 - Leveling system
 - Inventory and Items

Use Case Diagram and Gantt Chart



What's Changed since the Midterm

- Some new features:

- Player Health bar rendered
- Message log of the players actions rendered
- Improved enemy tracking of the player
- Added dungeon sprite background

- Bugs fixed & Optimizations

- Player health bar and message log no longer render over the map

Challenges we have faced

- Key challenges

- Collaboration Issues:

- Keeping code consistent across team members (formatting, variable names)
 - ex. conflicting code during merges
 - Solution: Established a shared style guide and implemented GitHub branching workflow

- Communication Errors

- Changing meeting times
 - What's expected of each team member
 - Solution: Kept Meetings relatively the same schedule and used trello for task tracking

- Testing Difficulties

- Hard to see if something was broken if at times pygame wouldn't launch
 - Solution: Documented common troubleshooting steps for pygame (reinstallation and checking library versions)

Final Demo

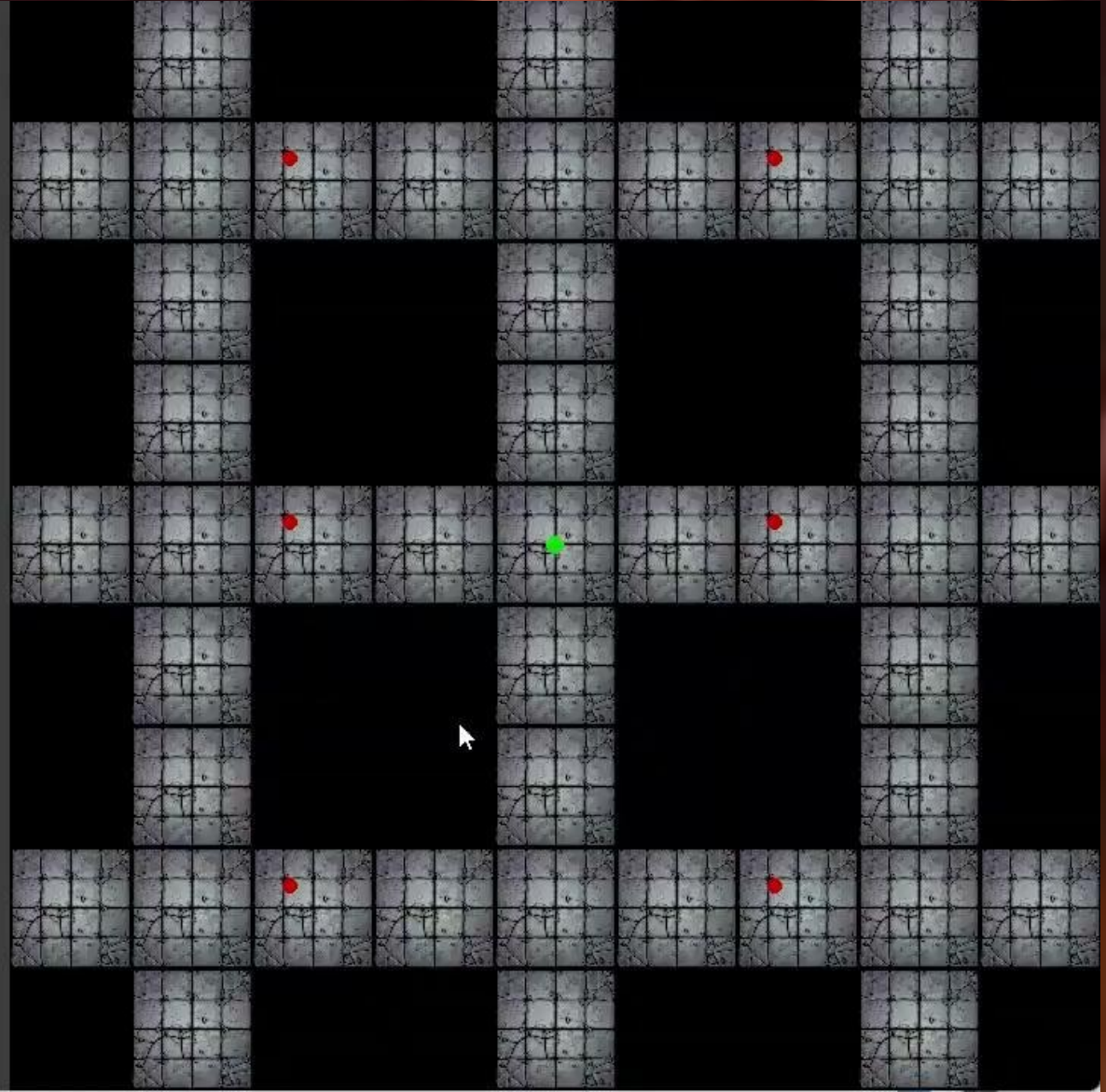


Name:



HP: 100/100

Attack Range: 2



Lessons Learned and Reflections

- Teamwork

- Importance of clear communication and task delegation
- Regular check ins to keep team aligned with goals

- Coding Practices

- Writing modular, reusable functions made debugging and updates easier

- Project Management

- setting achievable milestones
- balancing feature scope with deadlines prioritizing functionality

Suggestions for the Future

- **Planning:**
 - Spend more time upfront on project scoping and detailed timelines.
 - Create detailed flowcharts or pseudocode for complex logic before implementation.
- **Tools:**
 - Use automated testing frameworks to ensure stability after updates.
 - Adopt more robust collaboration tools.
- **Iteration:**
 - Start testing early and iterate frequently based on feedback.

Thanks for Listening

- **We hope you enjoyed**
- Questions or comments?