COMP 3016 CW1 Proposal

My 2d game will be a spin on the classic game *rogue*, where the character will move around procedurally generated dungeon floors while dispatching enemies on their way to the top/bottom. However, to make the game more interesting in the modern day, I want to attempt to add a turn-based combat mechanic to the game if possible.

Aesthetic: the main aesthetic of the game, as defined be the MDA, will be