Project Release Plan

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Dunjeon Masters/Dunjeon Crawler

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Project Release Plan

Dunjeon Crawler

Dunjeon Crawler is a fantasy roguelike with perma-death written in Clojure using the libgdx library.

Dunjeon Masters/Dunjeon Crawler

1. As a user, I want a messaging/dialog system [so that I can be informed when damage is dealt or received] - messaging system
2. As a user, I want to navigate multiple levels [so that the game has longer gameplay] - multiple levels
3. As a user, I want to be able to build my character (races and classes) and level up [so that the game feels customized and I can progress over time] - character customization
4. As a user, I want an advanced mob system [so the monsters are unique and more challenging to fight] - mob system

Project Release Plan – User Stories - Sprint 2

Dunjeon Masters/Dunjeon Crawler

1. As a user, I want traps and terrain interaction [so that the floors have more user interaction and are more interesting to play through] - traps
2. As a user, I want themed levels with themed mobs and traps [so that the floors are unique and not so monotonous] - level themes
3. As a user, I want armor and weapons [so that I can protect myself and fight monsters more efficiently] - inventory system
4. As a user, I want consumable items [so that I can heal] - consumables

Dunjeon Masters/Dunjeon Crawler

1. As a user, I want to use magic and spells [so that I can have a larger variety of attacks] - magic system
2. As a user, I want to encounter boss monsters [so that the game is more challenging] - bosses
3. As a user, I want to encounter merchants [so that I can sell my items and purchase items I would not be able to get through other methods] - merchants
4. As a user, I want a bonus after death [so that it feels like there is some progress even though I died] - death bonus
5. As a user, I want a save feature [so that I don't have to play the whole playthrough in one sitting] - save system
6. As a user, I want to encounter my past characters' ghosts [so that I can be reminded of my failure and make my game uniquely mine] - player ghost