

A Report on GAME HACKATHON 2024

Titled

“GameGen: Conquer Algorithmic Challenges in Gaming using Java”

Report Made by

Coding Super Kings

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Date: 16th April 2024

Group Member Description along with Lates Photo

| Group member Name | Description of the person (Tell about yourself which best describes you as a person and as professional) |
|--------------------------|---|
| Shreyas Dhane | A supportive and collaborative team member who fosters a positive work environment and encourages open communication |
| Pritish Dutta | A dynamic and adaptable team member who champions Agile methodologies such as Scrum |
| Niketan Gawade | A creative and forward-thinking individual who envisions the project's architecture and sets the long-term goals |
| Kapil Gurav | A meticulous and detail-oriented professional responsible for ensuring the project meets the highest standards of quality and reliability |

Group Photo with Name of the group.
(kindly take group photo and upload with name of the group)

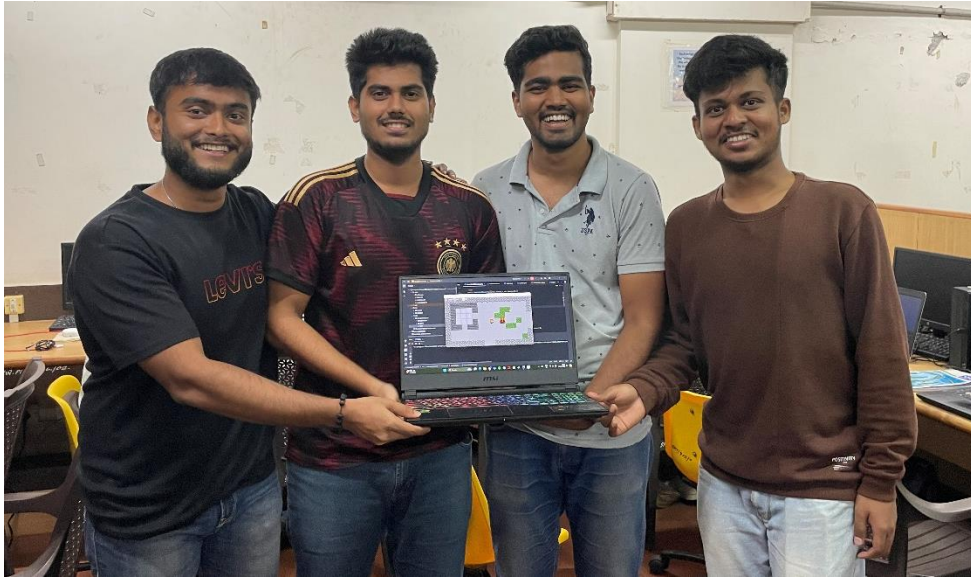


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Description of Game and Motivation

The dungeon crawler game immerses players in an underground labyrinth filled with treacherous traps, formidable enemies, and hidden treasures. As adventurers, players navigate through procedurally generated dungeons, exploring dark corridors, solving puzzles, and engaging in strategic combat against monsters lurking in the shadows. With each descent into the depths, players uncover the secrets of the ancient crypts and strive to emerge victorious against the looming darkness.

As players delve deeper into the depths of the ancient crypts, they encounter a myriad of challenges that test their wit, courage, and skill. The labyrinthine corridors twist and turn, leading adventurers through dimly lit passageways adorned with ancient runes and crumbling statues. Sinister traps lie in wait, ready to ensnare the unwary and claim them as victims of the crypt's malevolent design.

The motivation behind the dungeon crawler game also arises from a deep appreciation for the nostalgia and excitement evoked by classic dungeon crawling adventures. Drawing inspiration from beloved titles of the past, the game aims to capture the essence of those experiences while infusing them with modern innovations and mechanics.

By providing players with an immersive and challenging gaming experience, the dungeon crawler game seeks to transport them to a world where every step forward is met with anticipation and every new discovery is met with awe. Whether braving the depths alone or teaming up with friends, players embark on an epic quest filled with danger, mystery, and adventure.

Tools used (Both frontend and Backend)

Eclipse IDE

FrontEnd

Libraries

javax.swing

java.awt

BackEnd

JAVA

Detailed Innovation description

Our dungeon crawler game introduces several innovative features and mechanics to enhance player engagement, immersion, and replayability. These innovations redefine the traditional dungeon crawler experience, offering a dynamic and compelling gameplay experience for players.

1. Dynamic Environment Generation

Our game utilizes advanced procedural generation techniques to dynamically generate immersive dungeon environments. Each playthrough presents players with procedurally generated dungeons, ensuring that no two adventures are ever the same. The dungeon layout, including room configurations, pathways, and environmental hazards, is procedurally generated, providing endless exploration opportunities and challenges for players.

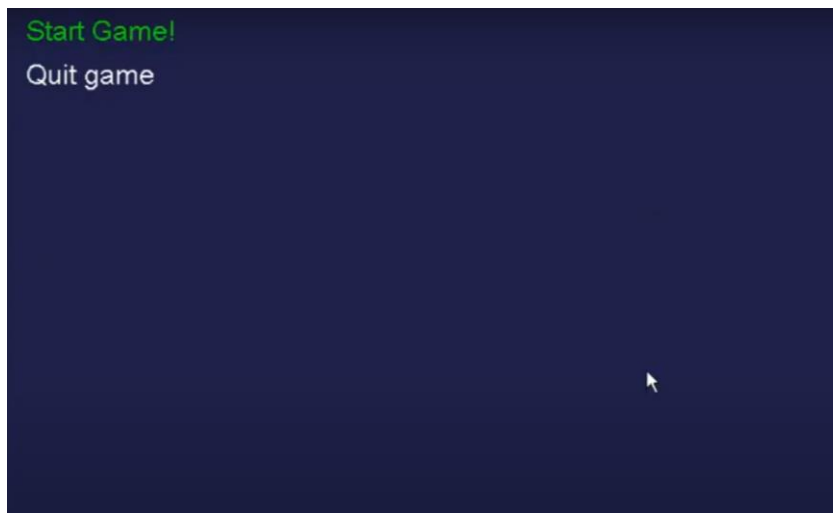
2. Emergent Gameplay:

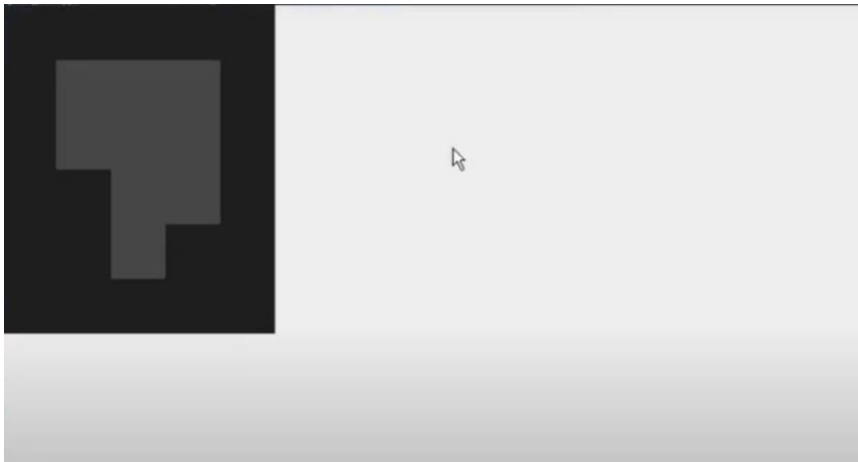
Our game encourages emergent gameplay experiences, where player choices and actions have meaningful consequences that shape the course of their adventure. Players can interact with the environment in creative ways, such as using traps against enemies, triggering environmental hazards to clear paths, or leveraging destructible terrain to their advantage.

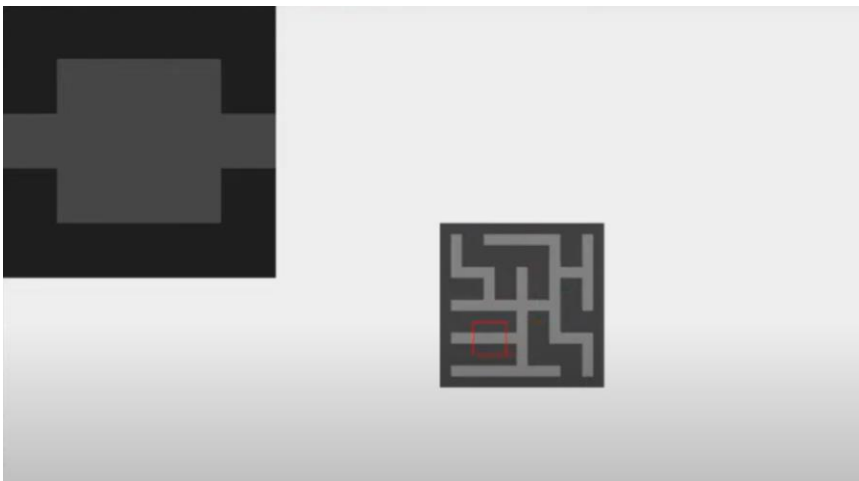
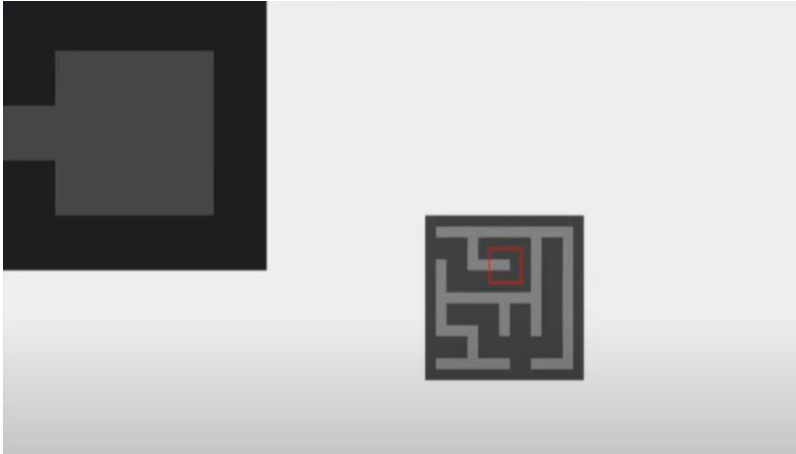
3. Deep Character Customization:

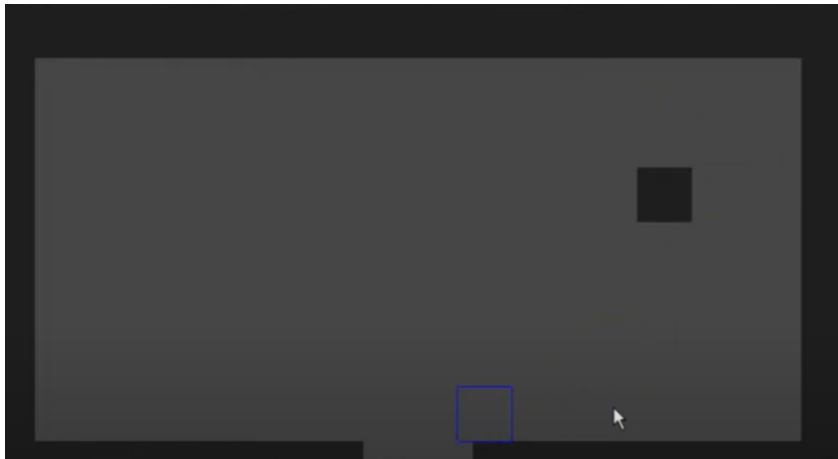
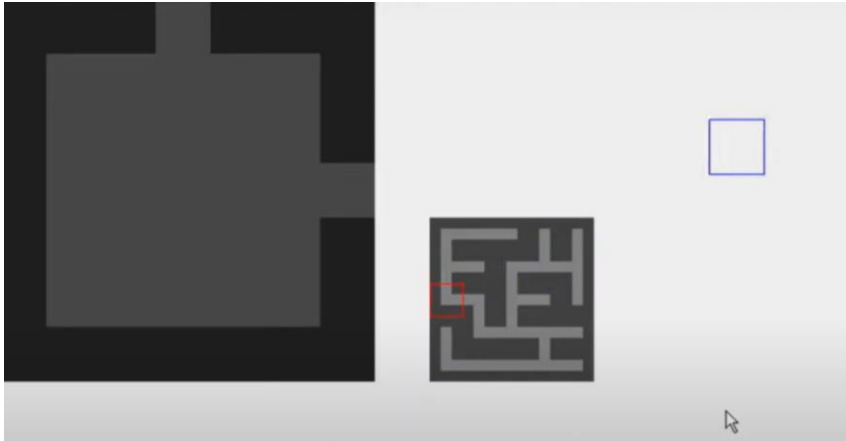
We offer a robust character customization system that allows players to create unique characters tailored to their preferred playstyle. Players can choose from a diverse range of character classes, each with its own unique abilities, skills, and progression paths. Additionally, extensive customization options for appearance, gear, and equipment further enhance the player's sense of agency and identity within the game world.

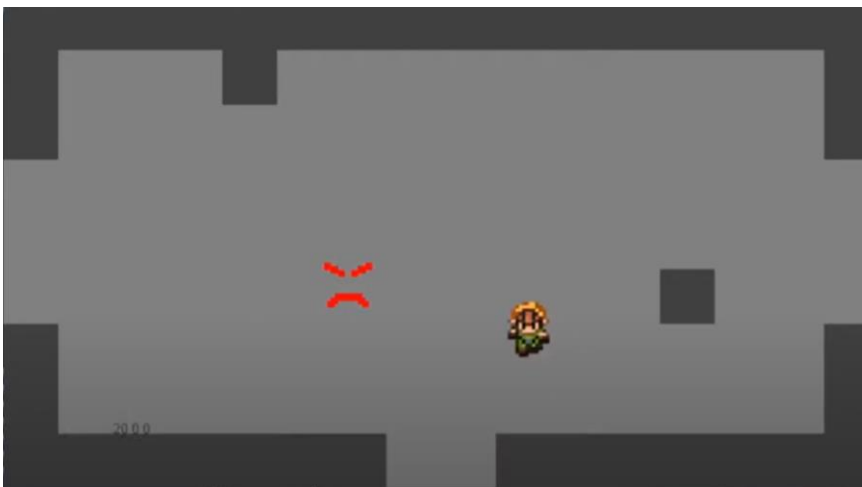
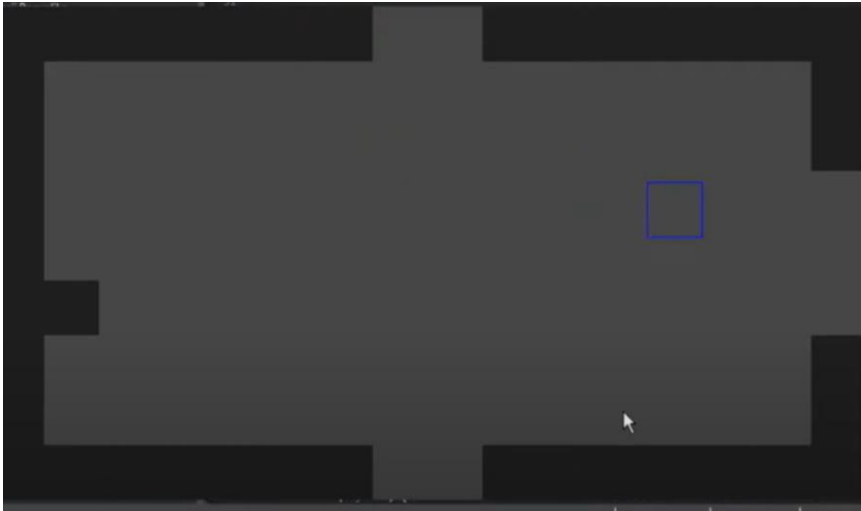
Screenshots















References

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<https://www.freepik.com>

<https://www.youtube.com/watch?v=VyKE7vz65rY&list=PLtrSb4XxIVbp8AKuEAlwNXDxr99e3woGE>

<https://gameprogrammingpatterns.com>