CS Final Project by Samuel Wynsma, Cyruz Campos, and Derrick Pryce

Group Name: Dungeon Crawler Team

Problem: Design a dungeon crawler game with what we have learned in C++ up through this point. The game is a text game possibly with some ASCII graphics.

The game needs to calculate stats for a character. The game needs to have different types of rooms, characters, monsters, items, and other necessities in a dungeon. The user will be given a list of commands that changes depending on the situation. When exploring, the user should get a choice of whether to continue exploring, use items, check stats, or leave the dungeon. When in combat, the user may be able to attack or flee with a certain chance of success. Whenever the player enters a new room, there should be multiple possibilities of what could happen. A player could encounter treasure, death traps, nothing, items, or monsters. The program may take a list of monsters or items from a text file. The program needs to be able to save the game and reload if the player chooses to quit. The program will save the game data in a text file and/or will be able to show the player their results in a text file.

The program assumes that the player is willing to follow instructions, but might have exception handling. In the case that the player types in an improper command (example: player types in a letter when the program asks for a number), the program should not crash. Instead, the program should retry the question. The program also assumes that there is a text file for monsters and items for the game to take from.

The end goal for this project is to have a game that is fun and playable, and we will modify any of our plans in order to fit that goal.