



Dungeon Manager Escapes

Group 22



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[Intro](#) > [Overview](#) > [Story](#) > [Player](#) > [Enemies](#) > [Items](#)

Objective

Escape! (before your health runs out)

Important game mechanics:

- Health **depletes** over time
- Enemies kill **instantly**
- Difficulty adds variation to how you play the game
- **3** levels



Intro > **Overview** > Story > Player > Enemies > Items



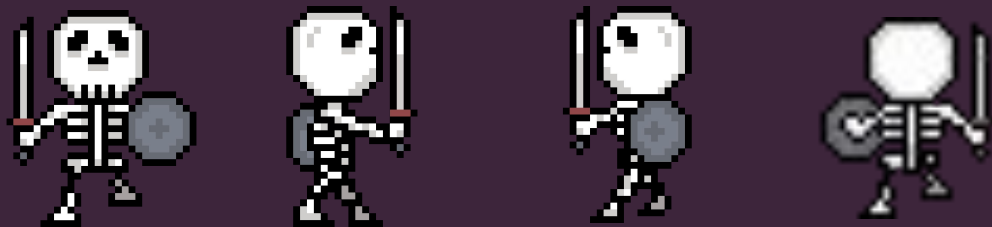
Enemies



Intro > Overview > Story > Player > **Enemies** > Items

Skeleton

- Moves in a **patrolling** pattern
- Instantly ends game





Bat

- Moves in a **random** pattern
- Instantly ends game





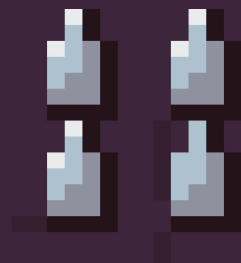
Slime

- Follows the player
- Instantly ends game

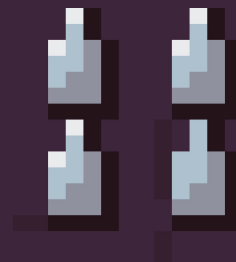
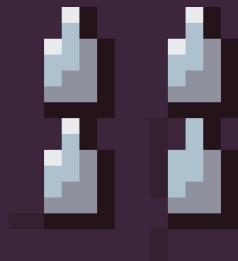




Spikes



- Stationery
- Deducts player health and points
- Does **NOT** end the game



Items



Key

- +25 points
- Need to collect all keys in order to use door



Potion

- +50 points, +50 health
- Spawn randomly and despawn after fixed time



Door

- +50 points
- Proceed to next level

Refactoring

- Encapsulation (a lot of it)
- Create new methods for specific tasks
 - > prevent redundant code & spaghetti code
- Creation of `GameSettings` class
- Successfully `decreased coupling` and `increased cohesion`, specifically within the `GamePanel` class



Team Management

Refactoring > **Team Management** > Challenges > What We Learned >
Video > Outro

Challenges

- Implementing Potions
- Collision detection
- Conflicting Schedules
- Managing Workload

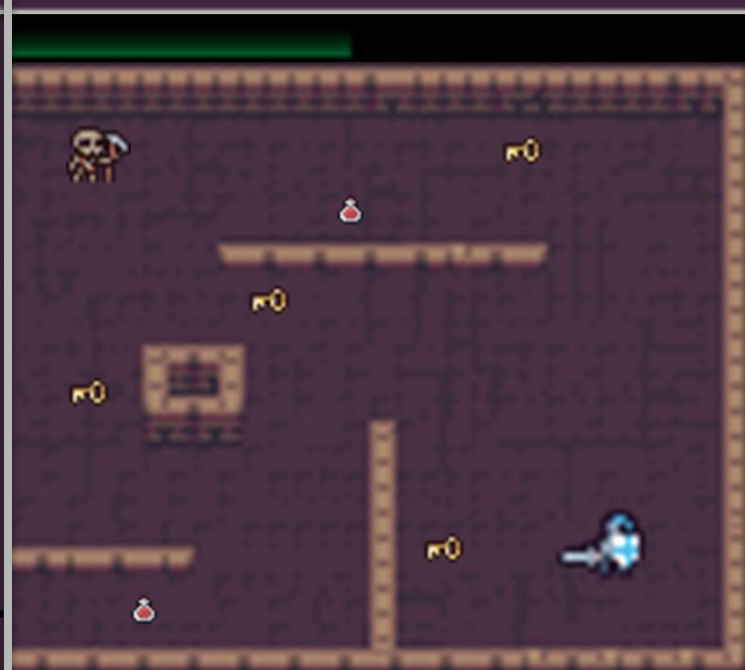
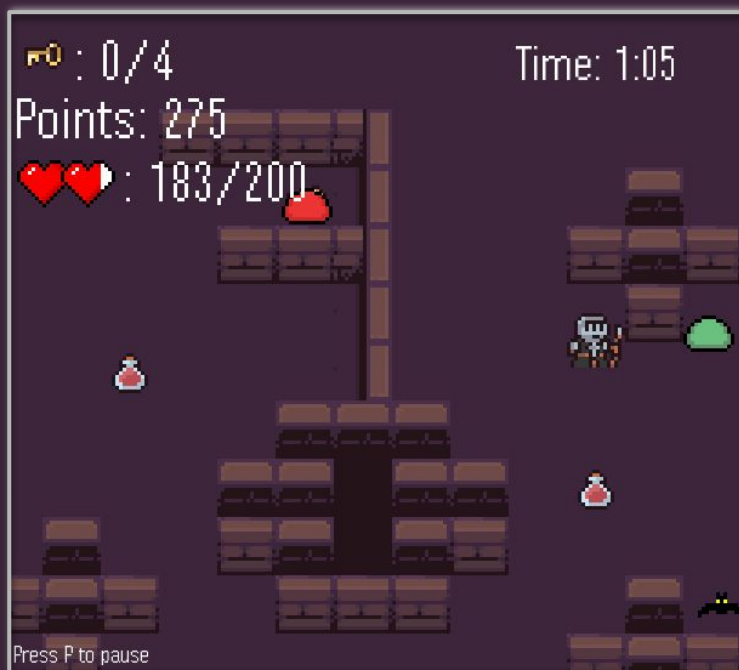
Refactoring > Team Management > Challenges > What We Learned >
Video > Outro

What we learned

- Git
- Java
- Team management



Refactoring > Team Management > Challenges > What We Learned >
Video > Outro



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Video > Outro

Video

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Video > Outro

#0 : 0/4

Points: 100

♥♥ : 150/200

Press F to pause





THANKS

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Refactoring > Team Management > Challenges > What We Learned >
Video > **Outro**