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Project summary

You begin with a guardian of a dungeon asking your name. You are sent to a 16 room dungeon to defeat an evil demon that lies in the last room. Each room has a different puzzle you must solve. Some of these puzzles are riddles that you must answer in order to pass. Some are logic puzzles that require you to drink something or move something in order to pass. Are puzzles were you must examine the room and its contents in order to find a clue that leads you to complete the puzzle. Rooms 1, 5, and 9 all have puzzles that have their answer or required materials for the puzzle in the next three rooms. For room 1, you must find a key in room 4. For room 5, there is a key in each room after it up to room 8. For room 9 you must find a lighter and gasoline in room 12 to burn down thick vines covering the north door in room 9. In room 12, you also find a golden key with the lighter and gasoline and you use this to open a chest in room 13 that contains a golden sword and a sigil used to open the door to the boss battle. You have to have the sword to face the boss. In the boss room, you fight the demon molag baal. You can either attack, defend, or charge your weapon to do more damage on the next attack. The demons can do these things as well and is controlled by AI. You do more damage with more charged attacks, but you have a chance to overcharge your weapon and lose all of your charges, which means you just took a lot of turns of free damage, so the player has to be careful about how many times he charges his weapon. After the boss battle is finished, you either win or lose the game depending on the outcome.