

“Procedurally generated text adventure”

Questions:

- *Will the game have some sort of multiplayer?*
- *Will weapon, items, npc names be stored in a database?*
- *Will the website have some sort of leaderboard view (see more detail from a run)?*
- *Will the dungeon be generated when starting game or room by room?*

Includes:

- Leaderboard
- Account login
- Admin (CRUD view)
- Game

Game:

- Random rooms
- Obtainable weapons
- Npc's
- Underlying story (where are you)
- Fightable enemies
- Saveable game

Framework

Frontend: React

Backend: C# ASP .NET core

Database

Has:

- Users
- Scores (Leaderboard)
- Run Data (For resuming a user's run)

Tables

User: id, username, email, password(hash), active

GameScore: id, user_id, score

ActiveRunData: id, user_id, score, health, difficulty, inventory_id, dungeon_id, location

Inventory: id

Weapon: id, name, damage, durability, inventory_id

Dungeon: id

Room: id, location, roomtype_id, weapon_id, enemy_id, dungeon_id

Enemy: id, name, health, damage

Visuals Concepts

