“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(hashed), active*

*GameScore:* id, user\_id, score

*ActiveRunData:* id, user\_id, score, health, difficulty, inventory\_id, dungeon\_id, location

*Inventory:* id

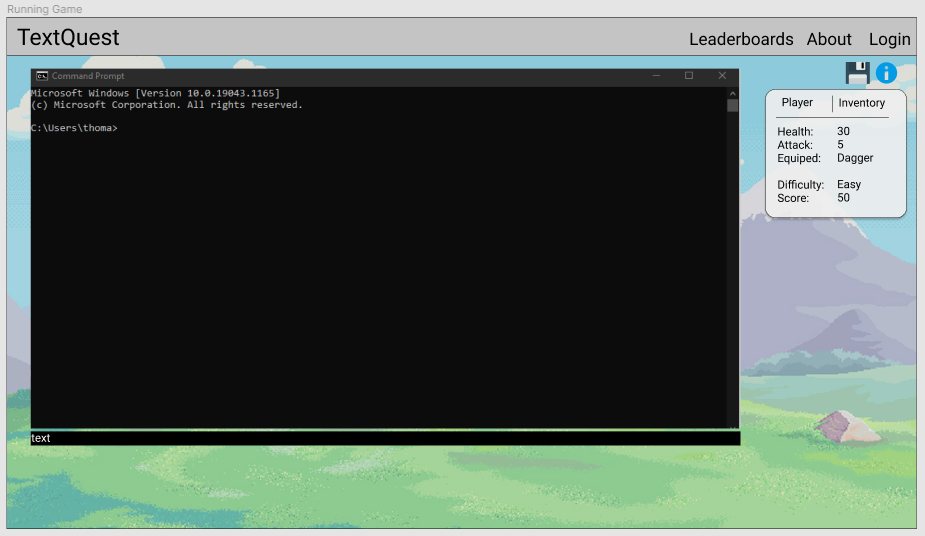
*Weapon:* id, name, damage, durability, inventory\_id

*Dungeon:*id

*Room:*id, location, roomtype\_id, weapon\_id, enemy\_id, dungeon\_id

*Enemy:*id, name, health, damage

**Visuals Concepts**

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