Hoard

By Ace English and Josh

# How to run

Run compile.batch, then run.batch.

# Special Requirements

None

# How to play

The knight waits for the dragon to set up their lair. The dragon has multiple rooms with which to defend their hoard, and can spend some of their gold to purchase traps and obstacles. When the dragon is ready, the drawbridge will open for the knight who now must try to navigate the lair and get to the hoard.

The dragon should try to stop the knight while spending as little of his hoard as possible to achieve a higher score.

### Controls

**Knight:** WASD to move, arrow keys to look around. Space to jump. Escape disconnects from the server.

**Dragon:** WASD to move. Arrow keys affect heading. Q and E control roll. Space to roar.

Base building

* R creates a new room

# Requirements Met

**Blendered Models:** drawbridge, knight

**Networked Multiplayer:** Thin-client

**Scripting:** In single player mode, the dungeon will randomly generate for the knight to navigate if the human player chooses to play knight.

**Skybox and terrain:** outside of lair

**Lights:** in each room. Dragon can turn them off if desired.

**3D sound:** ambient music for set up and a different song for raiding. Traps make noises. The knight clanks while moving. The dragon can roar to psych the knight out.

**HUD:** Dragon has a hud for base set up. Knight gets a prompt when it’s time to raid the lair.

**Hierarchical Scenegraph:** rooms are built as node groups which are connected to a larger dungeon parent nodegroup.

**Animation:** knight and dragon are animated

**NPC:** On single-player mode, the computer plays the knight if the human player chooses to play dragon. The dragon can hire minions to help defend the lair.

**Physics:** knight can jump. Traps use collision detection

# Assets

Dragon model used under creative commons from Thingiverse: <https://www.thingiverse.com/thing:384040/files>

Floor, wall, gem and skybox textures made by Ace.