Roguelike Project

Python Game Guys

Project Description

Our game is an infinite roguelike, which means that you'll be delving into a multi-level dungeon and trying to get as deep as possible before dying. Each time you die, you'll restart the game from the beginning without carrying over any items or experience from your previous run.

Features:

- Three classes - Ranger, Warrior, and Mage
- Multiple magic consumables and weapon types
- Two different level generation types

Project Goals

Roguelike Game Gantt Chart
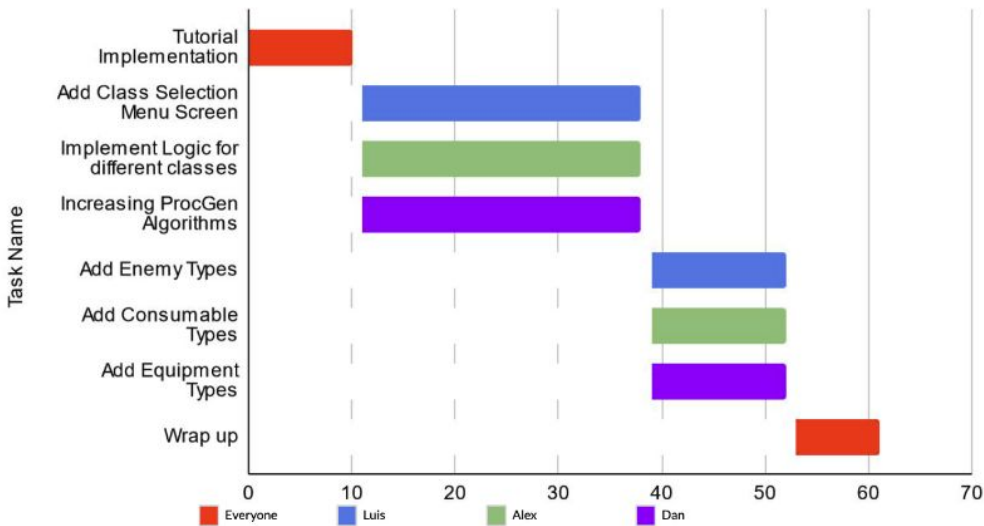
- Completed all intended features from the initial requirements.
- Add Enemy, Consumables, and Equipment Types bled into the "Wrap up" task.
- The "Wrap Up" task was primarily the team working on the game's balance, which suggests we should have accounted for that with its own task on the Gantt Chart.

Updates since midterm

- Completed tutorial:
  - Items and inventory
  - Ranged scrolls and targeting
  - Saving and loading games
  - Leveling up.
  - Increasing difficulty.
  - Equipment
- Class selection menu and new weapons
- Added class abilities for player classes
- Added cave enemies and poison.
- Armor durability
- Arrow recovery
- Packaging game for multiple OS
- More items and balancing.

Demo!