Roguelike Game

Python Game Guys

Project Description

We are creating a single-player roguelike game. In it, the player will explore procedurally generated maps, seeking the exit while defeating enemies and acquiring items to increase their survivability. When the player reaches the exit, a new map will be generated, featuring stronger enemies and items based on how many maps they have completed in their current run. There will be three classes to choose from, multiple enemy types to defeat, and the game will continue until the player is defeated.

Gantt Chart

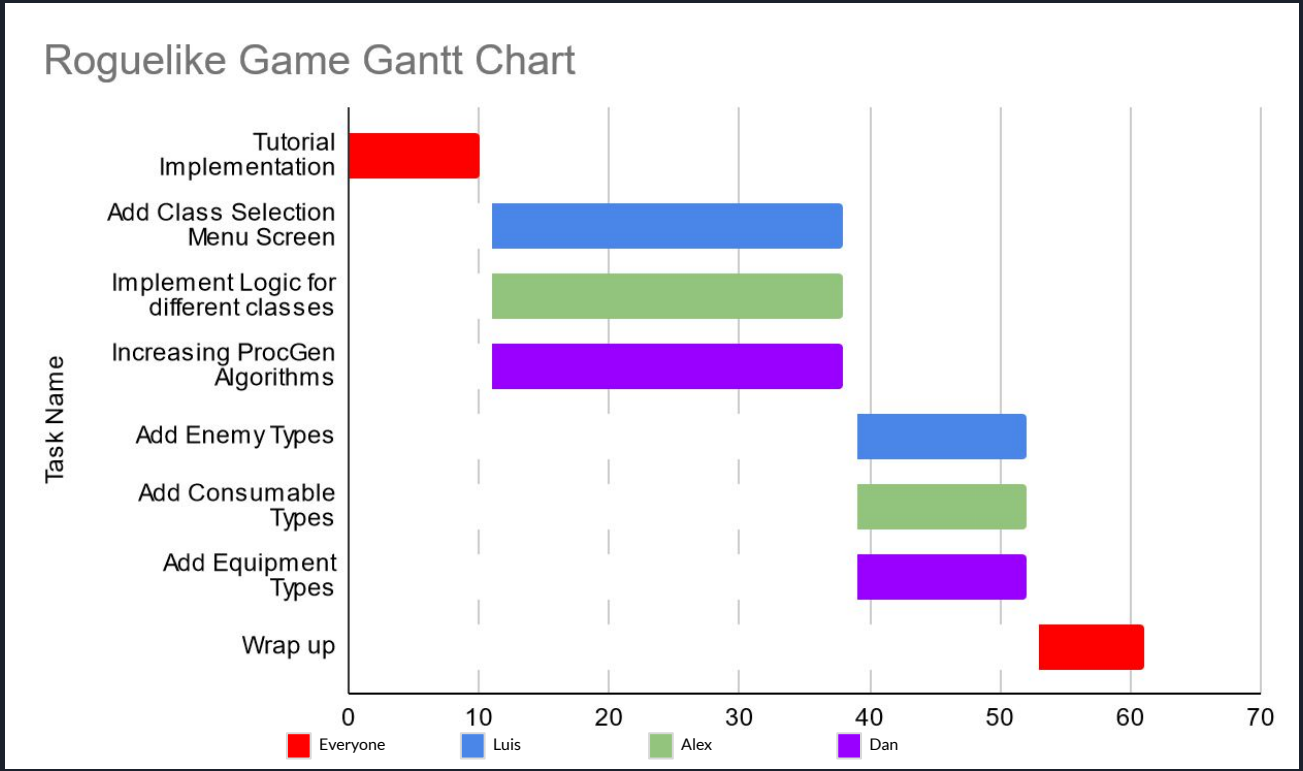
Roguelike Game Gantt Chart
Task Name
Tutorial Implementation
Add Class Selection Menu Screen
Implement Logic for different classes
Increasing ProcGen Algorithms
Add Enemy Types
Add Consumable Types
Add Equipment Types
Wrap up
0
10
20
30
40
50
60
70
Everyone
Luis
Alex
Dan

Diagram and Requirements

- Overview
  - Name: Attack Entity
  - ID: 1
  - Type: Detailed/Real
  - Primary Actor: Player/Enemy
  - Brief Description: Entity deals damage to another target entity.
  - Importance Level: Critical
  - Stakeholder: Player
  - Trigger: Entity collides with another entity.
- Relationships
  - Association: Player/Enemy
- Flow of Events
  - Entity Attacks
  - Damage is calculated from the attacking entity's power and the target entity's defense.
  - Target entity's health is adjusted.
    - If health reaches 0, target entity dies.
      - If target entity was Player, the game ends.
      - If target entity was Enemy, Enemy is removed.

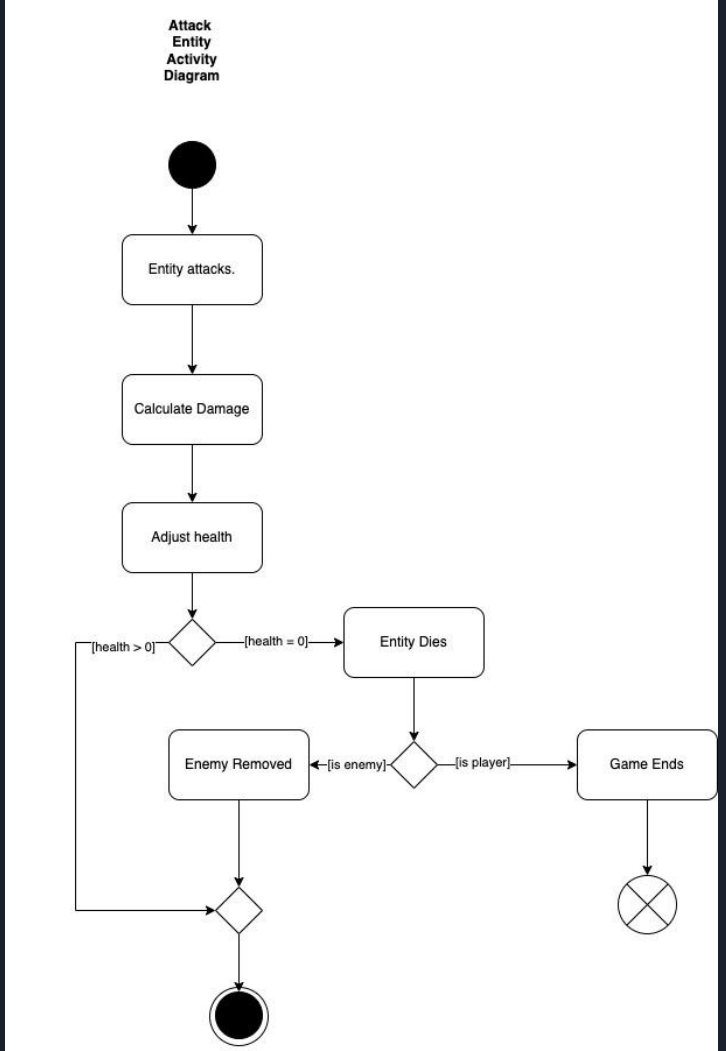

Diagram and Requirements

The player shall attack an enemy by attempting to move onto the enemy's tile.

Enemies shall attempt to defeat the player by attacking them.

The game shall end if the player's health reaches 0.

The game shall remove an enemy's icon from the map when the enemy's health reaches 0.

An entity's health shall decrease by the attacker's power minus the defender's defense when it is attacked.

Demonstration!