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| Fuzzy Critter Battles |
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# Project Description

Our project is a dungeon crawler with three different dungeon sizes and three different dungeons. The player chooses a party of three cute critters and navigates a dungeon. The player randomly comes across parties of three scary critters that they have to battle to the death. They also find items, including the key to the exit. To win the game, the player has to navigate all three dungeons without being killed by the scary critters.

# How the Game is Played

**Game Set Up**

After entering the game application the player selects the difficulty of the maze from the dropdown of choices and clicks Start Game.

**Choosing the Party**

After the game is started, a screen appears with the cute fuzzy critters to choose from. The player clicks on the pictures of the critters to fill the party. A player may select the same critter multiple times and they may remove critters from the party. There must be three cute fuzzy critters to begin the game. When the player is happy with the party selected, they click done and game play begins.

**Moving Around the Maze**

The player clicks on the arrow buttons to move around the maze. The path is designated by grass, the walls are designated by bricks, the entrance is a wooden door, and the exit is a yellow door.

**Battling a Scary Critter**

If a monster party is encountered....

**Losing the Game**

The player loses the game if all of the cute fuzzy critter party members are defeated by the scary critters.

**Winning the Game**

The player wins the game if they reach the exit with the key.

# Patterns Used

* Factory
* Strategy
* Mediator

# UML Diagrams