Project Phase 1 – General Plan and Description
Andy Lu, Andy Cheng, Martin Lau, Jackson Nguyen

An individual has been sent to a dungeon. His job is to escape by finding specific keys and gear up in order to kill the monsters that are in his way en route to escaping the dungeon. Our project will start out with multiple features for a 2D board. There will be a menu button that displays the health, score, buttons for the character to move and volume. There will be a title screen for when we run the game in which you click the start button to begin the game. There will be two different types of entities, moving and non-moving. Moving entities are the player or enemies. The player will be controlled by yourself using keyboard inputs, while enemies will have a specific moving pattern, similarly to chess. Non-moving entities will include structures and consequences. Structures will contain walls and doors. Consequence will include rewards that will help the player progress through the dungeon and traps that will slow down and punish the player. For rewards, there will be the key that will unlock the doors in the dungeon to allow the player to be able to progress to the next stage. There will also be bonuses where the player can earn more score than the usual reward to progress even faster.

We want to start off this project with starting on making a board. Once we have the board, we want to create a menu where the player can access options. With the general board in place, we want to implement entities such as the player and implement a moving function. After, we can look at implementing the non-moving entities such as the doors, walls, keys and make sure they work so we can enter the next level. Once we have all those implemented, we can look at adding a weapon for the player, where the player can attack entities while heading out on his journey. His journey will become harder for each level that he beats and eventually, there will be light at the end of the tunnel where the player emerges victorious and wins the game.