Team Jabberwocky
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Period 4
Dungeon Crawler

Final Project Proposal
Dungeon Crawler

Overview:
This project will be a dungeon crawler game. It will generate a random dungeon for each new play. The objective is to kill all the monsters. Players navigate by using the arrow keys. In order to attack a monster or obtain an item, you must move on top of it.

Solidifies and showcases:
We will implement a priority heap for a pathfinding algorithm.

Necessary classes:
- Item (super class)
    - Gives each object in the game a set size.
- Monster
    - Enemy, when defeated disappears.
    - May include subclasses for types of monsters.
- Player
    - Player character.
- Shop
    - Can give out Weapons/Potions/Spells
- Weapon/Potion/Spell
    - Gives the player attack/health/magic boosts.
- Dungeon
    - Generates a random dungeon.

*Updated 5/23/17