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Dungeon Adventure Summary Proposal

Dungeon Adventure is a 1 player game where the player gets to choose between a fighter, a mage, or a rogue as his hero. Each hero will be slightly different. The fighter is a warrior hero that uses his att skill to do damage. The mage will use magAtt, and the rogue will use his spd to do damage. Each hero will also have some separate skills along with def and magDef stats.

There will also be enemy encounters with various types of enemies. Each enemy will have at least 1 special skill unique to it along with the same type of stats that heroes have.

The heroes and monsters will have a maximum hit points (hp) and a maximum skill points (sp). The hp is how much damage needs to be done for the character to be killed. The sp is used to use special abilities that each hero and monster has.

The hero will traverse a dungeon room, fighting monsters and getting treasure while on his way to get to the stairs to go to the next floor. The hero will be able to move around the room freely. There will be walls to block his path and monsters he has to fight to get past. When the hero moves over a monster, a battle will commence. When the hero wins, he will gain experience, eventually earning enough to level up and increase his stats.

Also in the dungeon room will be treasure chests. These treasure chests will have a random piece of equipment that he will be able to equip if he chooses to. Some equipment will not be allowed to be equipped for certain heroes. For example, neither a mage nor a rogue can use a shield.

In the dungeon room will be a staircase that leads to the next room in the dungeon. The new room will have a different layout along with more monsters and treasure chests. As the hero delves deeper into the dungeon, the equipment he can find will become better and the monsters he fights will also become stronger.

The game will use gridworld for the dungeon rooms and a different graphic system for the battles. The heroes and monsters will most likely be set images.