

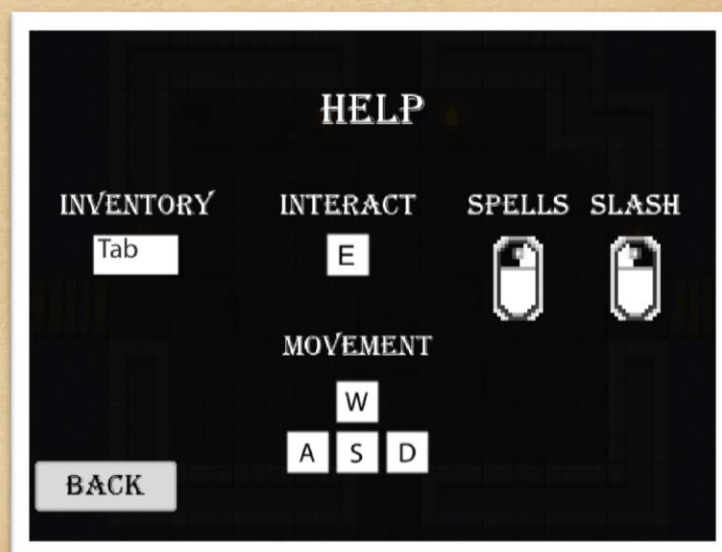
# Dungeon 448

## Intro:

Dungeon 448 is a 2d sprite-based dungeon crawler. The game, in its current state, has plenty to be expanded upon. Currently, there are 6 rooms (including a testing room), 4 types of enemies (1 boss), 2 playable characters, 2 spellbooks, and 1 melee attack. The goal of the current version of the game is to spawn and kill the Slime Boss and take the key, which would unlock the door in the boss room.

## Controls:

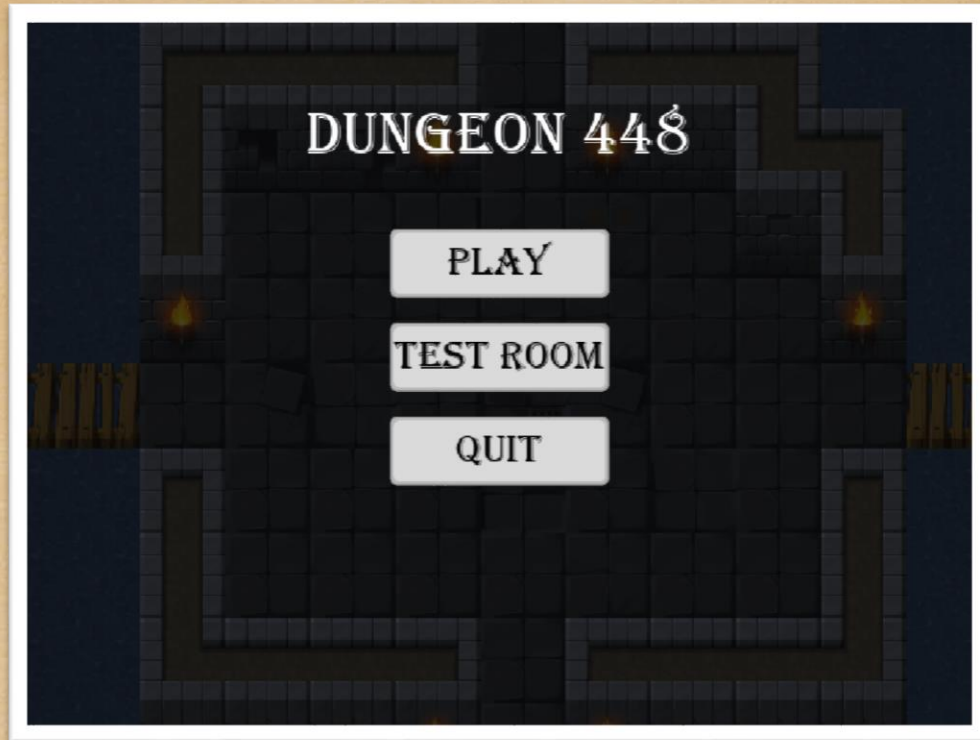
The controls, as seen in the in-game help menu, are as follows:





## **Title Screen:**

**Upon entering the game, you will be presented with a title screen.**



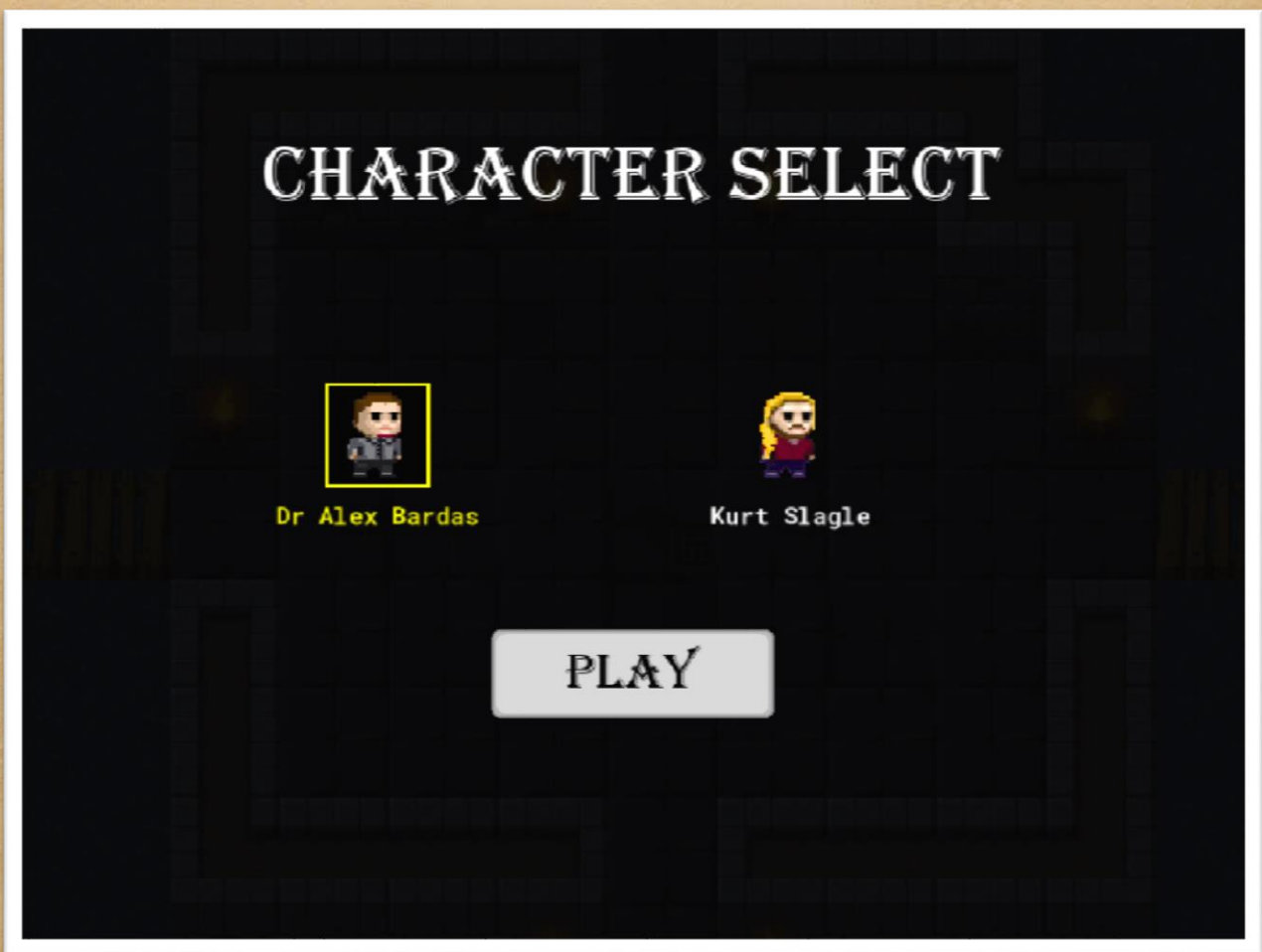
**The screen itself is fairly self-explanatory. The "Play" button will take you to the character selection to begin your adventure.**

**Similarly, the "Test Room" will take you to the character selection, but after which you will be moved to the Test Room, which contains one of each object where all scripts and interactions may be tested. The "Quit" button will, surprisingly, allow you to quit the game.**



## Character Selection

Once you are presented with the character selection screen, you will have the option to choose your hero. The keys "a" and "d" allow you to scroll between the two characters. Clicking the "Play" button will immediately place you into the game.



## Pause Menu

The *Pause* menu can be displayed by pressing the "Escape" key in game.



Pressing "Resume" will unpause the game, "Help" will display the help menu, and "Quit" will exit the game.



## Inventory Menu

Pressing the "Tab" key in-game will bring up the inventory screen. The inventory can be navigated by using the "a" and "d" keys to move the cursor left and right.



The transparent book in the top-left is the equip slot. If this slot is empty (transparent), no spells can be cast. Spellbooks can be equipped/unequipped by pressing the "e" key on the item in your inventory.



## Items

There are currently 3 items in the game: a standard spellbook, a greater spellbook, and a key.



Key



Standard Spellbook



Greater Spellbook

The key object is obtained from killing the Slime Boss. The standard spellbook does 1 damage, and can be obtained by killing the cultist in the first room. The Greater Spellbook can be obtained by killing all of the enemies in the "Pit Room" (see Rooms section).



## Main Rooms

There are currently 6 rooms in the game. 4 of these rooms must be entered to complete the game, and 2 of these rooms are optional.

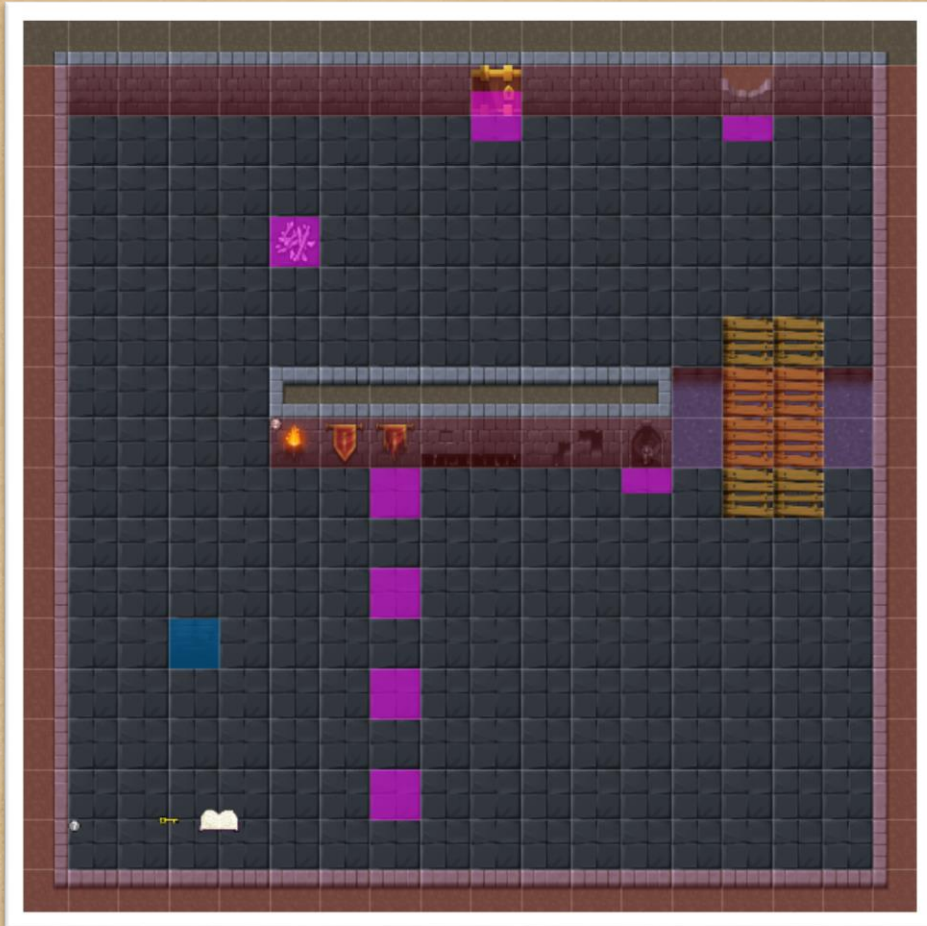
Below is a basic map of the 4 main rooms (starting room in the bottom-left, boss room in the top-right):





## Test Room

The test room can be entered by clicking the "Test Room" button at the title screen. Within this room, all objects, enemies, and interactions may be tested.



The collision objects are shown in transparent-red, interactable object in pink (spawn enemies, climb wall, interact gargoyle/extend bridge, read note), the warp object is shown in blue, and the items can be found in the bottom-left.



## Pit Room

The Pit Room can be entered by falling into the large pit in the Boss Room. To escape the room, you must first extend the bridge by interacting with the gargoyle.



After extending the bridge, a broken, climbable wall can be found in the top-right of the room. Interacting with this wall will place you back into the boss room.





**NOTE:** Killing all of the enemies in this room will spawn the Greater Spellbook as a reward.



## Enemies

There are currently 4 types of enemies: slimes, frankensteins, cultists, and the slime boss.

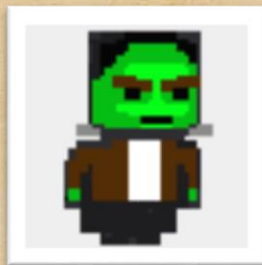
### Slimes:

The slime is the basic monster, with 3 hitpoints and slimeball projectiles, which deal 1 damage each hit.



### Frankensteins:

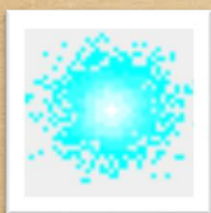
The Frankenstein is a slow-moving enemy that deals only melee damage. He has 5 hitpoints, deals 2 damage per hit, and moves 50% slower than all other enemies.





## Cultists:

The cultist is unique in that it has 6 different projectiles, which are fired at random. The *Lightning* projectile moves quickly and deals 1 damage. The *Slow Player* projectile reduces the player's speed by 50%. The *Heal Player* projectile heals the player 1 hitpoint. The *Polymorph Player* projectile temporarily turns the player into a slime. The *Polymorph Self* projectile temporarily disguises the cultists as a slime. Finally, the default projectile deals two damage.



*Lightning*



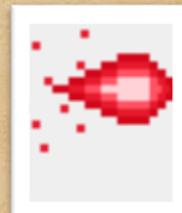
*Slow*



*Heal*



*Polymorph*



*Default*





## Slime Boss

The Slime Boss is the final enemy in the game and, when killed, drops the key that marks the completion of this version of the game.

However, the Slime Boss will not spawn on its own.

Instructions on how to spawn this can be found by searching the bones in the room just before the Boss Room.





**The boss looks just like a larger version of the regular slime, but has ten health and shoots far more projectiles and in various directions.**

