

DUNGEON HACKER

Data Models

CHARACTER

Title - str
Description - str
Attributes - array('label'=>'value')
Image - img object

MONSTER

Title - str
Description - str
Attack Attribute
Defend Attribute
Image

ITEM

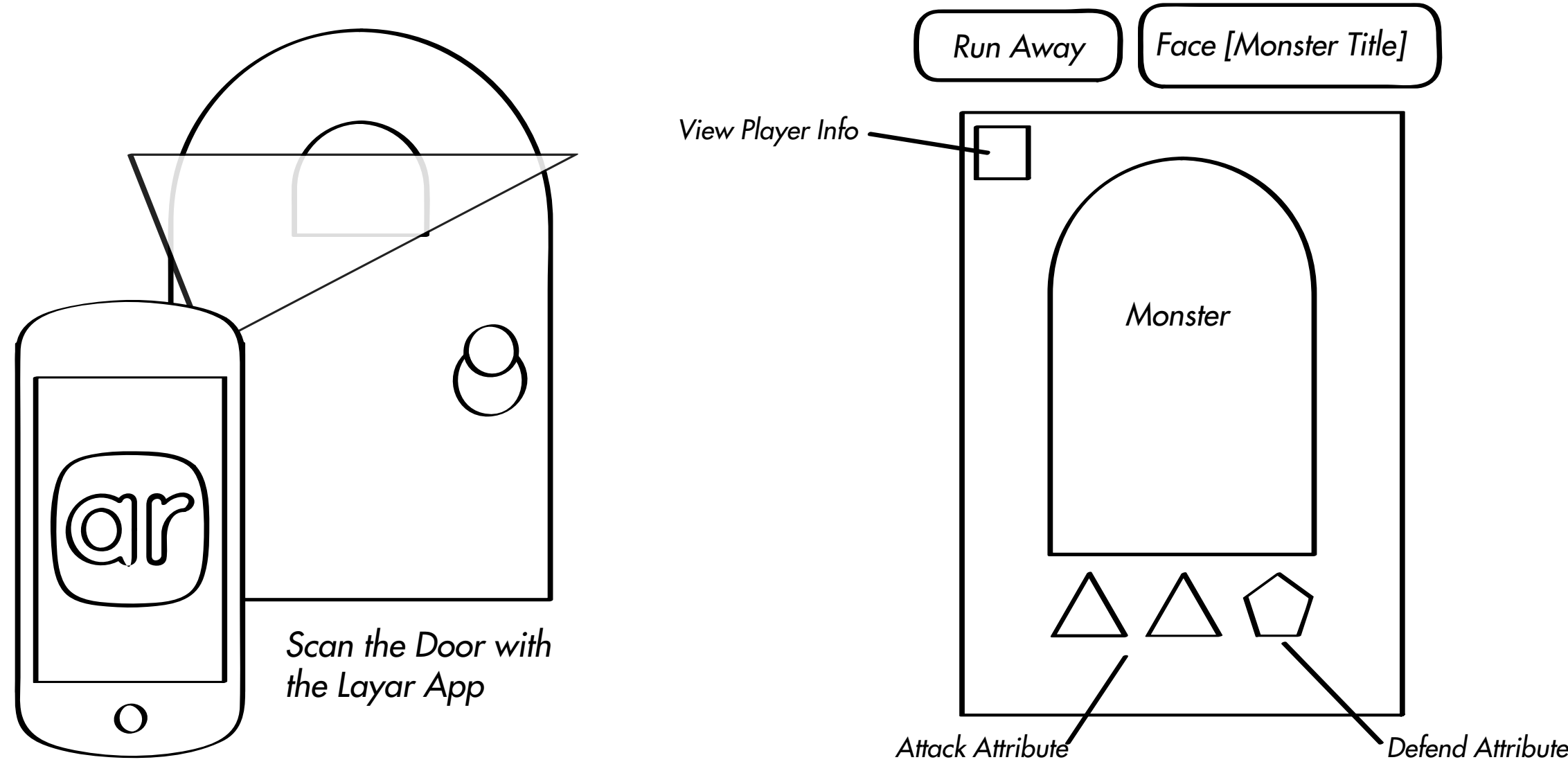
Title
Description
Attribute
Image

ATTRIBUTE

Title
Description
Image

THEME

Title
Description
Logo
Color

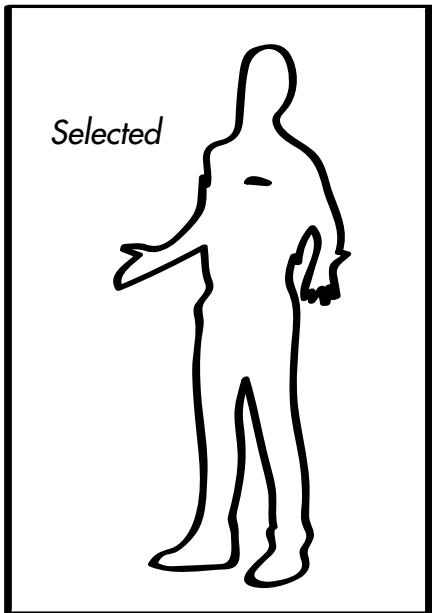
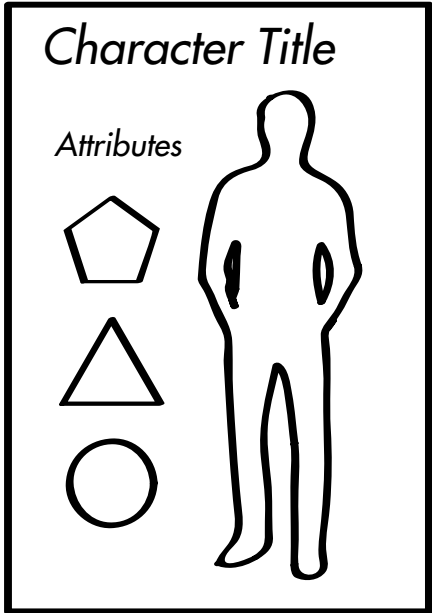


DUNGEON HACKER

Views

CHARACTER

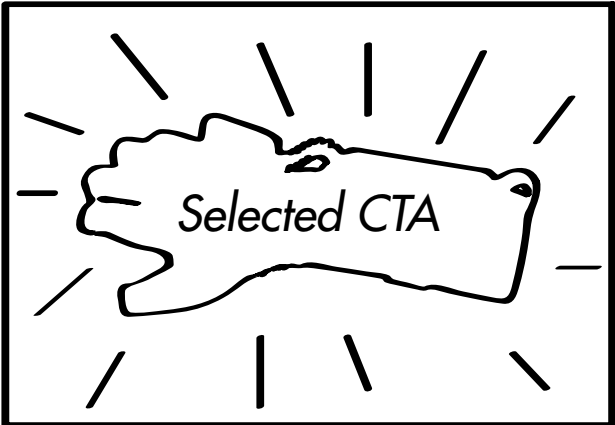
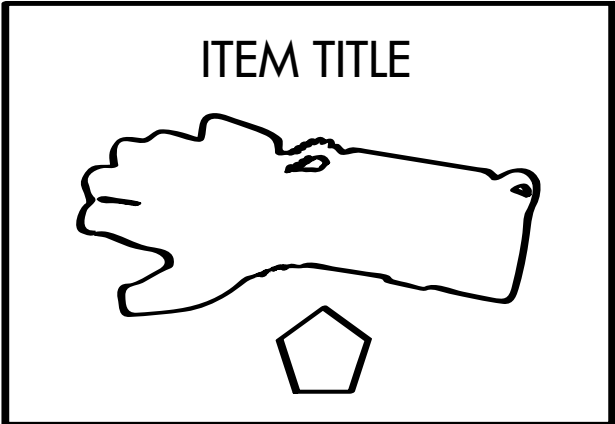
Overview
Selected



Creates Player
Record with
Unique ID
and Attributes

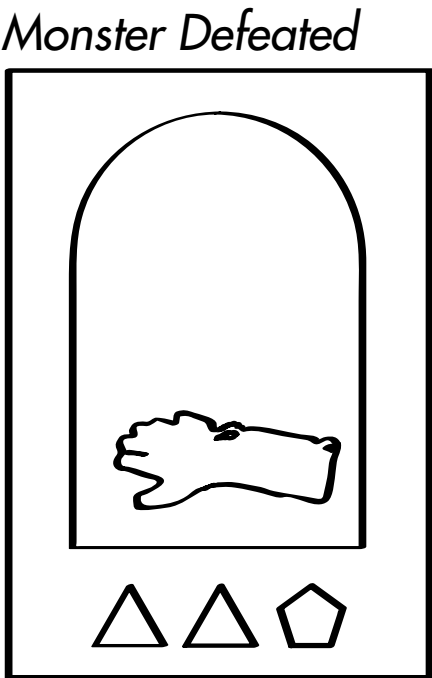
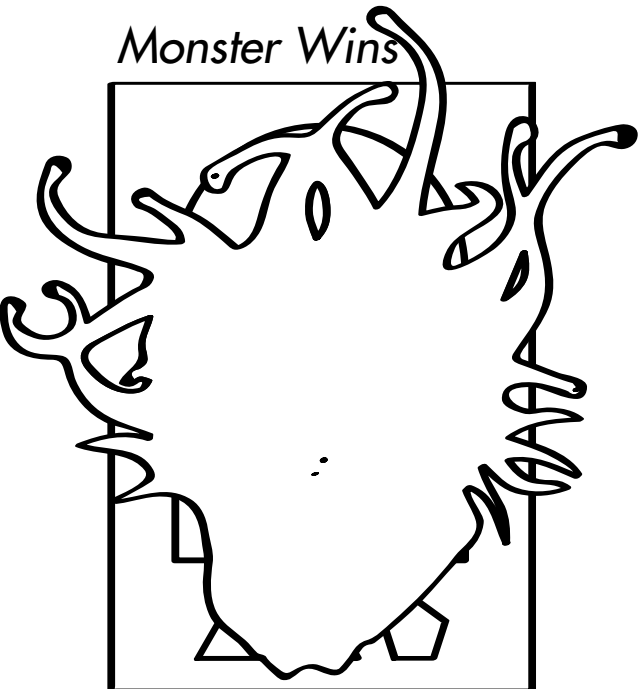
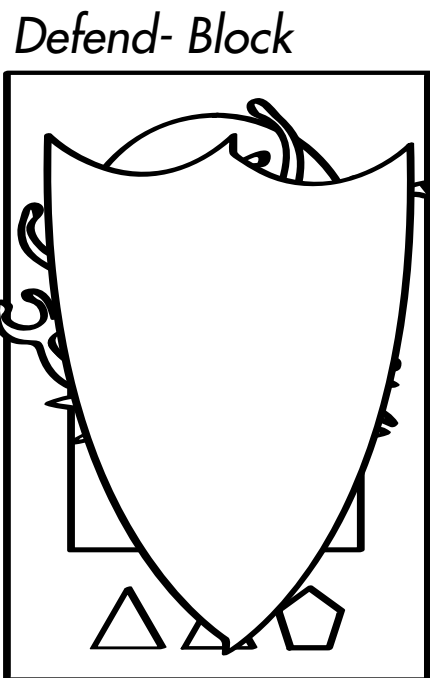
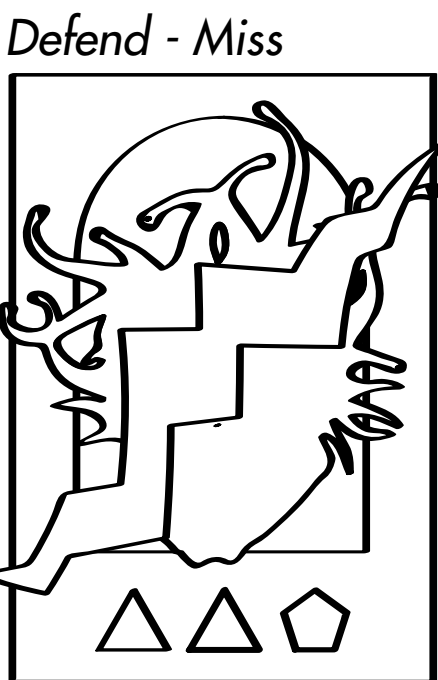
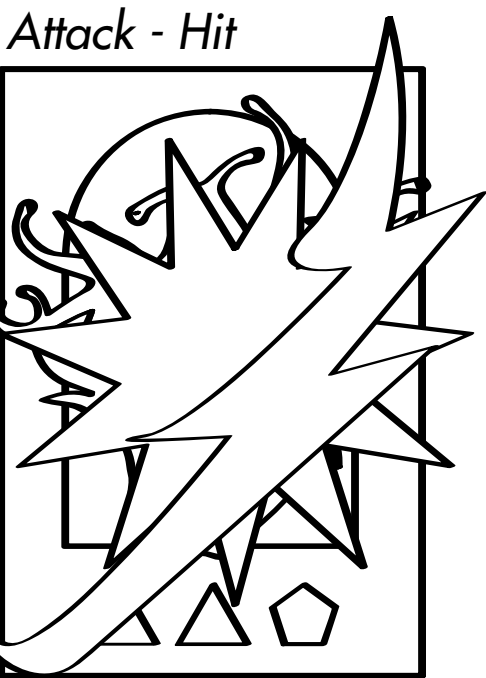
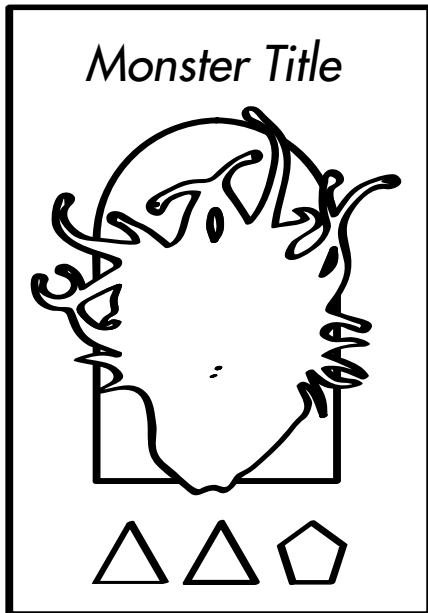
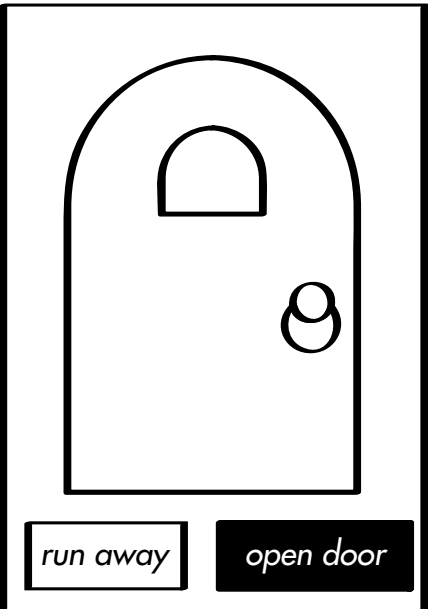
ITEM

Overview
Selected



MONSTER

Closed Door
Open Door - default state
Attack - hit
Attack - miss
Defend - block
Defend - miss
Lose
Win



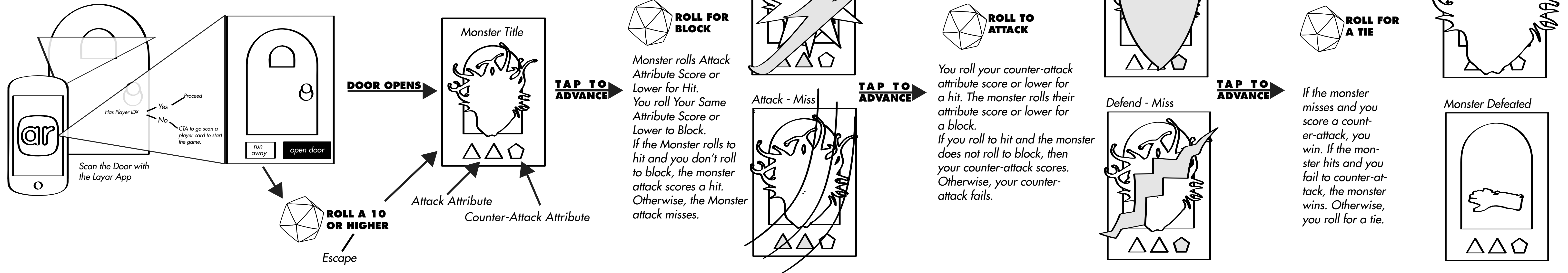
PLAYER CARD

ID
Character Class
Attributes
Items
Monsters Defeated
Share - url with player ID



DUNGEON HACKER

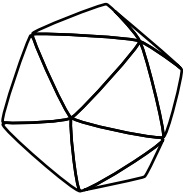
Monster Sequence



DUNGEON HACKER

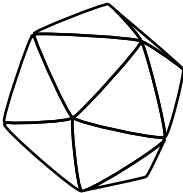
Rolling sequence

Roll the dice



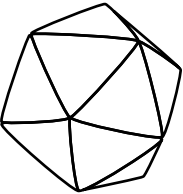
**TAP TO
ROLL** ➔

Rolling



**ROLL STOPS
AFTER 1 SEC** ➔

Roll Result



**TAP TO
ADVANCE** ➔