

DUNGEONS & DATING

TECH BASICS I - FINAL PROJECT PRESENTATION
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CONCEPT

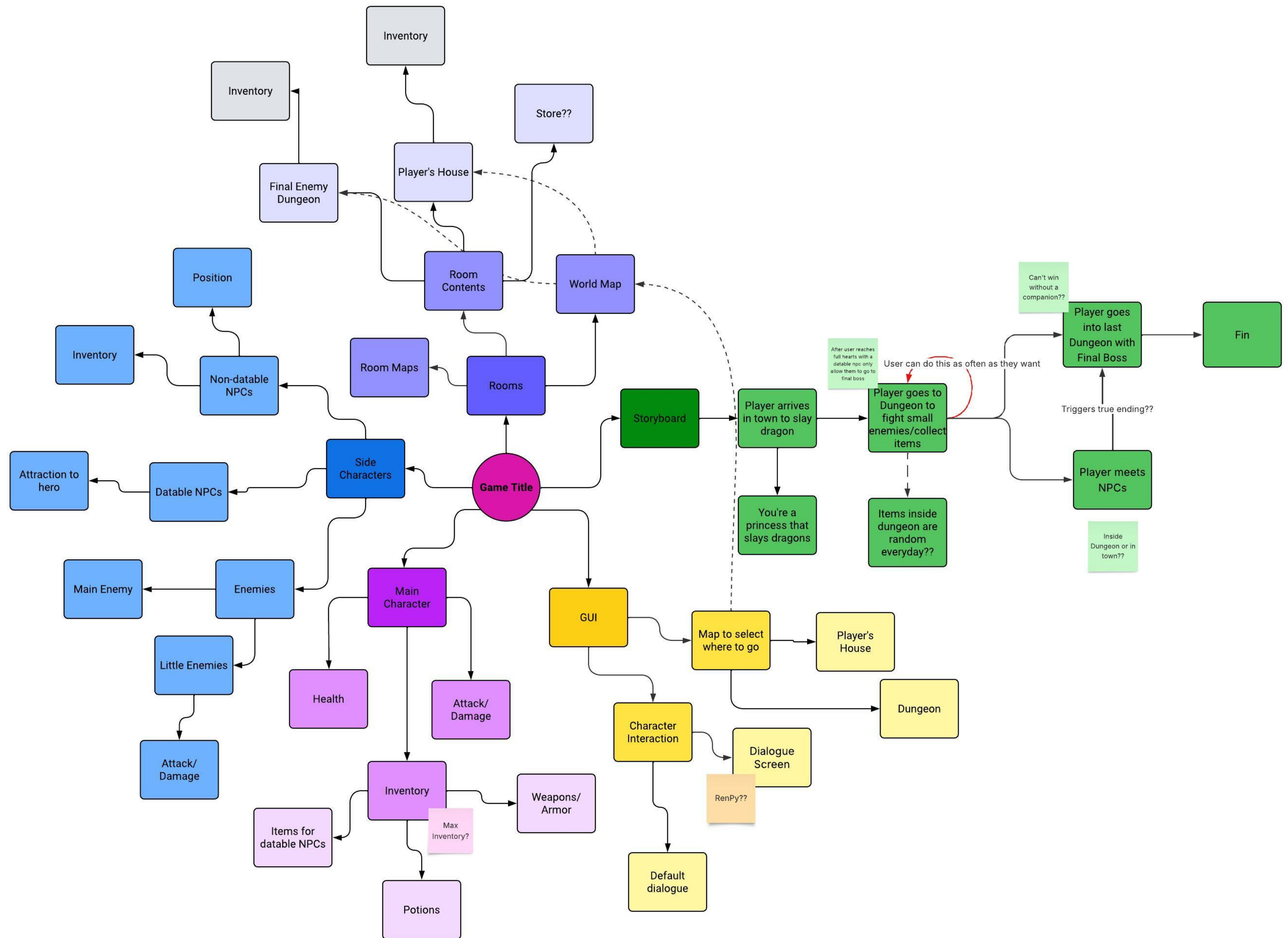
DUNGEON CRAWLER RPG MIXED WITH A DATING SIMULATOR

- The hero of the game arrives in a new town to slay the dragon that's been spotted nearby.
- First they must pass through a series of dungeons to get to the dragon's lair.
- In the nearby town and within the dungeons they will meet possible companions.
- Achieving "full hearts" in a relationship with one of them is necessary to be able to win.
- The hero gains hearts with players by interacting with them and finding their favourite items in the dungeons.

INSPIRATION

SPRITES FROM [OPENGAMEART.ORG](https://opengameart.org)





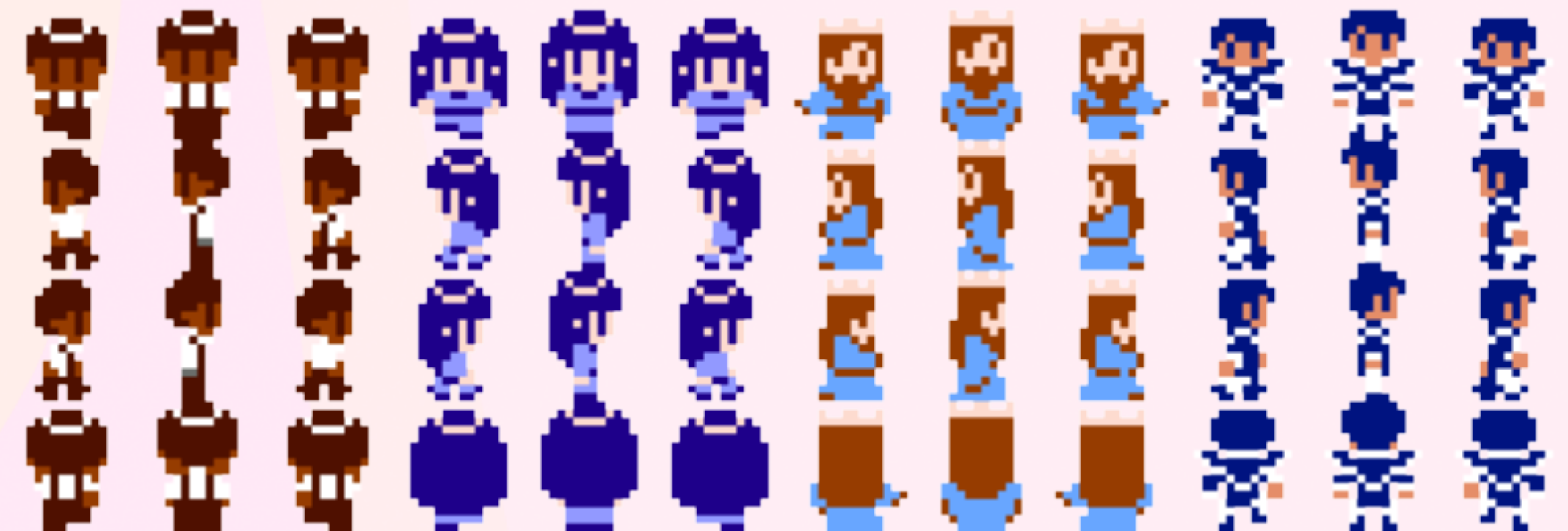
PLAYER CLASS

- Total Hit Points
- Inventory
- Attack Modifier (weapon)
- Defence Modifier (armour)

NPC CLASS

NON-DATABLE SUBCLASS

- Relationship with player (hearts)



ENEMY CLASS

FINAL BOSS SUBCLASS

- Total Hit Points
- Inventory (loot)
- Damage



ITEM CLASS

- Type (weapon, armour, potion)
- Location (shop or dungeon)
- Price
- Drop chance

GAME LOOP

DUNGEONS ARE RANDOMLY GENERATED

- World map navigation (player can click to go to different areas)
 - Shop
 - Player's house
 - Dungeon
- "Inventory" (items in room)
- Collision detection in dungeons
- Player movement (arrow keys)



NPC INTERACTIONS

DATING SIMULATOR STYLE



ENDGAME CONDITIONS

- **Win Condition:** full hearts with a companion leads to final scene where the hero can defeat the dragon.
- **Loose condition:** Player enters final dungeon without a companion.

