John Lorenz IV
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Rust Programming
Massey

ASCII Knight Crawler
john.darc.4@gmail.com (lorenz2@pdx.edu)
Repo: https://github.com/cat-cuatro/ascii-knight-crawler

Description

For my Rust project I'm proposing a dungeon crawler game. This stays within the realm of instrumental visualization and I'll be working with something I find naturally interesting. My early vision of the project is that I'll be able to simulate the player's environment on the command line and have a sub-menu of some kind for accessing things like items and player attributes. I'm not sure about whether it'll be real-time or turn-based or cycle game events per movement activation, but I do know that I'd like to explore using direct inputs on the interface rather than doing everything through a menu.

Enemies, environments, and items will have some form of randomness associated with them to keep it interesting and I'd also like to keep a running combat log of some kind and a 'survival score' as a performance metric. I'm anticipating this project will be a good exercise in modularity when programming in Rust and provide plenty of opportunity for making something interesting for the visualization theme.

Issues/Concerns

Starting out I'm anticipating running into issues related to the 'growing pains' of learning a new language, but I'm hoping to pick up quickly and make something interesting. I'll begin by implementing the tests and back-end functionality for the game to ensure core code is modular, scalable, and maintainable. Once individual components are functioning and unit tested I'll be able to work on the more advanced feature sets like hardware keyboard events or realtime simulations. I'm expecting these two to be the most challenging if I'm able to do them, as they're typically a difficult part of any application when it's a new experience.