

**Project Synopsis**  
**Dungeon Escape (Dungeon Adventure 2.0)**  
**TCSS 504**  
**3/18/2022**

Team Members: Darence Thong, JP Montagnet, Jennifer Boutell

Project Breakdown

Primary Areas of Responsibility

Darence Thong: GUI View & Controller Code, Link GUI to Model, Unit tests

JP Montagnet: Maze, Room, Items, and Navigation Model

Jennifer Boutell: Character hierarchy and database

Breakdown of Additional Tasks

Darence Thong: help with UML, help with heroes & monsters

JP Montagnet: Refactoring Dungeon 1.0 code and restructuring

Jennifer Boutell: UML, Docstrings, and SRS

Hours Worked

Overall team hours: 240 hours, 25 minutes

Darence Thong: 118 hours, 55 minutes

JP Montagnet: 68 hours, 17 minutes

Jennifer Boutell: 53 hours, 13 minutes

Problems Encountered

SQL not grabbing the correct database line

Refactoring of Model code took way longer than expected

3D problems of its own e.g. sprites overlapping with others, collisions between sprites

Project Shortcomings

Debug messages are just prints to terminal, not proper logging

Several ambitious ideas/features not able to be realized due time constraints

Extra Credit Considerations

3D GUI using raycasting with trigonometric algorithms

Music and sound effects

Real-time fight mechanics

Boss at the exit

Animation took significant amount of time (LOTS of photoshopping)

Real-time map of explored rooms and vision potion's effect

Note to Tom

For UML, both PDF and PNG format included as PNG is more clear