Project 2 - Group 1
Name vs Skeleton

Our project is a turn based adventure game that takes the player through a series of dungeons.

It will have 3 main pages that are accessed during the game: login, battle screen, and victory/loss screen. The login screen will take the player to the battlescreen with the last dungeon/enemy they faced in the game.

On the battle screen there will be 4 main sections: player character, enemy character, battle log, and action buttons. We plan to have slight animation on the player/enemy characters that will react when damage is taken or health potion is used. Below the characters there will be a section that holds their current health, strength and inventory. The battle log will indicate who's turn it is and list the damage dealt/received. Below the battle log there will be a button group that allows the player to take actions(ex. attack, use potion).

Once the player gets through all the dungeons(10 initially) or is defeated they will be taken to a victory/loss screen that either congratulates them or ridicules them for their incompetence.

Future development ideas we have are adding more weapon choices and modifiers to the damage and defence statistics.