**Gameplay description**

The player spawns into a dungeon with no information on where things are, only that they must defeat their ‘inner procrastinations’ in this dungeon.

The user will use WASD or the arrow keys to move around the rooms and enter new rooms from their current room.

Once a player enters a room, there will be a chance for enemies to spawn. There will be a chance for between 1-3 enemies to spawn, ranging from levels 1 to 3.

Combat is turn-based.

* The player will be prompted to either attack of block.
  + Attacking is self-explanatory. The player will reduce each of the enemies’ health until they dies and disappear.
  + Blocking reduces the damage taken on the opponents’ next turn and applies a 1.25x damage bonus to the players next turn if they attack. This effect is non-stackable.
* After each player turn, each enemy will individually attack or block. The enemies will not receive a damage bonus for blocking.

After all enemies are dead, the player is free to move around the room and go to other rooms.

There are also hidden player benefits for exploring

* Every time a player enters a room with enemies, there is a chance the player will heal partially to help with the game balance.
* Every time a player enters an empty room, there is a lower chance the player will heal partially.
  + There is also a chance the player will receive an upgrade for their max health or max damage.

There is a final boss room somewhere near one of the ends of the dungeon.

* Once the player enters the final boss room, he will enter a Galatica-esque final battle.

If the player defeats the final boss, the game has been defeated.

If the player dies at any point, the game will be over.

**Checkpoints description**

*Read side by side with the Project Timeline Document this will explain the coding specifications for each checkpoint described*

Coding component of The Legend of Densmore

*Checkpoint 1:*

* Implement the Point2D class from PA3 for the game’s general movement
  + We will not use vectors since movement will solely depend on changing one component of the 2D point (i.e. the player will only move up, down, left, or right by one value. Each room lays one value away from the previous
* With or without the graphics the game should prompt the user which direction they want to move in.
  + If there is no room in the desired direction the game should make some error statement along the lines of  “No room in the desired direction” and prompt the user for another input
  + There should be error messages if an invalid input is entered and the user should be prompted to give a valid input
  + Either at the beginning of the game or for each movement call the game should tell the user what the viable inputs are
    - W/w for up
    - S/s for down
    - D/d for right
    - A/a for left
    - Arrow keys can also be used for movement
* For the time being, the Boss room and Shop will be hard coded locations but will not do anything in order to ensure the player can move freely
* There will be a random chance in each room that x number of enemies appear. (we will discuss the actual percentages but for example if we get a random number between 0-15, no monsters, 16-50: 1 monster, 51-80: 2 monsters, 81-100 3 monsters
  + Have a monster counter implemented in order for the battle function to work
  + If a room either does not have a monster or has had its monsters defeated, the room should never contain monsters again (for example if the player moves through the room again)

*Checkpoint 2:*

* When a player enters a room with monster(s) they should be prompted with two options:
  + Attack or Block
* A loop will occur that prompts the player to either attack or defend and then generate a random value for the actions of the enemies
  + Player attacks will have a base damage of \_\_\_ (figure out together)
  + There will be a percent chance for the player to deal a critical damage which will be 2x the base damage
  + Until we start making different level enemies, all enemies will have the same health and damage output (to be determined in the meeting)
  + Enemies can either defend or attack but it will be randomly generated
  + Once a player enters combat they are not allowed to run from the room
  + The player can only leave the room after all enemies are defeated and some victory statement should be displayed to the player
  + If the player loses all their health the game ends (an if statement should be placed at the top of the while loop for battling)
  + Inputs for battling are using right/left arrows and enter to choose an option

*Checkpoint 3:*

* The damage upgrade should only appear after completing a room with enemies in it
  + The chances of it appearing are still up to chance, to be discussed how much it improves damage and how often it should appear
  + Increases base damage and in turn the crit damage
* The health upgrade can appear either in an empty room or after defeating an enemy (up for debate)
  + Theoretically can get a health upgrade after every enemy
  + The chances of dropping are random (need to discuss percent chance)
  + If the player is at full health when receiving the upgrade, increase their overall health by some amount, otherwise fully heal the player

*Checkpoint 4:*

* The win condition occurs if the player reaches the final room AND makes the boss lose all of its health (until different enemy types are implemented have the final room be hard coded to just have a single normal enemy
* The game should check after each turn of combat if the player has run out of health or not, if so, a game over message will occur

*Checkpoint 5:*

* We will discuss the health and damage of the enemies (and add them here) in general though:
  + Level 1 enemies should be relatively trivial dealing not a lot of damage and being able to be defeated in 1-2 turns
  + The boss should take 5+ turns (if the player has received damage upgrades)
    - Deal a sizeable amount of damage so that if a player at full health would still be able to win but barely
* A new base stat for the player should be implemented (maybe an upgrade as well but I don’t think we need it) that allows the player to avoid all damage by “dodging” the attack
  + Only the player will be able to dodge (enemies cannot dodge)
  + It is a set percentage however if an upgrade is implemented, it should boost the dodge state by a small percentage
* Blocking, as mentioned prior, will halve incoming damage in order to preserve the player’s health
  + We should implement some reward for blocking otherwise blocking will serve next to no purpose, maybe increase the damage of the player’s next attack by 1.5 (will not stack)
    - Can maybe include some text box like “Player retaliated”
* Enemies can attack or block, but have no damage bonus.

*Checkpoint 6*

While checkpoint 6 is only done if we have the time to do it, I believe the first point is very important in terms of making the game more fair but it could take time to implement

* Potentially scale the chances of finding higher level enemies the further a player is from the starting room
  + All adjacent rooms to the start would at most have 2 level 1 enemies for example
  + By the boss room have a higher chance of encountering level 3 enemies
* If time allows, the shop will be implemented into the game
  + Its location will be hard coded to be near the boss room
  + Will contain purchasable items that increase the player’s stats
  + After each room (with enemies only) the player will receive 1 coin
  + The shop should scale the price of items so that by the end of the floor the player can choose to boost two stats (if we want, we can make it so that there is no currency and instead the room acts as like a “blessing” room
  + A message should appear when the player enters this room
* The boss key should most likely be hard coded or set to randomly appear within a room but the fact it appears is guaranteed that way in an unlucky playthrough a player isn’t forced to quit because the key never appeared

*Fadi’s Section:*

* Individual health bars for each enemy and probably a number to represent the enemy level
* Constant health bar for the player to know how much health they have left
* Option select for when a player wants to battle or run and if battling, if they want to attack or shield
* When upgrades are introduced implement a text box explaining what was upgraded
* Box to say if the player has died or if the player has beat the final boss and for each room

**Lore / Story script**

For the opening scene:

“The year is 327 A.D. (after Densmore) and your elders have assigned you a grand task (a final project), but you cannot find it in yourself to start working before the end of the world (the deadline). Enter the Dungeon of Sloth and defeat your inner procrastination or all shall be lost (you fail the class)”

For winning:

“Congratulations, you have defeated your inner laziness and can now begin your real journey of working before the deadline”

For losing:

“Your determination was not enough, you will now do nothing until the day before its due to start your assignment, and the elders WILL KNOW”

For dodging:

Display on the screen the following message “You dodged all potential damage”

For critical hits:

Display the following message “You landed a critical hit for 2x damage”

Healing:

Display “You gained adrenaline and restored some health”

Damage Upgrade:

Display “You took a rest and regained some of your strength”

**Resources used**

*Dungeon tile set*

<https://0x72.itch.io/16x16-dungeon-tileset>

*Map maker software*

<https://www.mapeditor.org/>

*Ogre and demon art*

<https://0x72.itch.io/dungeontileset-ii>

*Slime art*

<https://stealthix.itch.io/animated-slimes?download>

*Player art*

<https://pixelfelix.itch.io/knight-anim-set>

*Final Boss art*

<https://darkpixel-kronovi.itch.io/mecha-golem-free>