Project Charter

CS 307 Group 16 | Kyle Day, Jason Seeley, Stefan Gerber, Yuchuan Huang

Problem Statement

There are a plethora of roguelike, procedurally generated dungeon crawl games currently in existence. Our project will combine several uncommon features seldom found within this general genre of game. The main goal of our development is to fix undesired mechanics encountered in other roguelike games while supplying a competitive, score based leaderboard. These newly implemented gameplay features will yield a series of fun, engaging, and challenging single player levels. In our single player game, the player controls a character with 4 way movement across progressively more complex level maps (starting at a simple ground level, going deeper into a cave dungeon, and ending at the elaborate "Underworld"). The player picks up items along the way that help them defeat monsters with the ultimate task of traversing/beating all the maze-like cave levels and killing a final boss.

Project Objectives

We will be implementing the following features into our game. Animated sprites, accessible UI, multi-tile creatures, destructible terrain, high ability to be modded, streamlined gameplay, more interesting melee combat, endless mode, detailed difficulty settings, focus on resource management (do not regenerate), deviation from traditional class system, and sounds.

Stakeholders

The stakeholders for our project will be a part of following classifications: users, developers, project manager, and project owners. The extent of these positions are elaborated below.

Users: Anyone who wants to play the game, which will include individuals of all backgrounds. Beginners who have never played a game like this before and seasoned roguelike players will both enjoy our take on the game genre.
Developers: Kyle Day, Jason Seeley, Stefan Gerber, Yuchuan Huang
Project Manager: Bishal Basak Papan
Project Owner: Kyle Day, Jason Seeley, Stefan Gerber, Yuchuan Huang

Deliverables

Our group will produce a fully functional website on an apache web server which will serve as the main hub for the game. This site will serve as the place to view leaderboards, play the game, and download an offline version as well. Execution of the offline game will be done locally in the browser without need for the webserver. The development of this project will utilize CGI Python/PHP for backend, SQL for data storage, and HTML/CSS/JS will be used for the frontend.