CIS 350 Midterm Hoping for a C++ Dungeon Crawler

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Preview

Our goal for this project is to develop a game that has a Binding of Isaac feel with a top down view. We want to give the player a sense of progression by going through different levels. The player will be tasked with eliminating all the enemies with a variety of different skill sets in the current stage to progress to the next. After a certain amount of stages we plan to add a boss level for the player to complete the game. The player will have a variety of different power ups that can change certain effects and add certain items to make completing stages easier.

Enemies

Our goal is to have enemies attack the player in a variety different ways at a variety of different difficulties with different abilities, damage and health. In our current build we feature 3 different types of enemies:

Bee:	Tank:	Ninja:
Classic enemy	Heavy enemy that also follows player	Fast enemy
Follows player	Has extra health and extra damage	Has low health
Has normal health	Slow moving enemy	Does low damage
Does normal damage		Teleports around the stage

Obstacles and Environment

Obstacles:

Currently, we have two working obstacles in effect: a crate and a spike trap. The goal is to eventually have different types of obstacles and objects that have varying effects on the player.
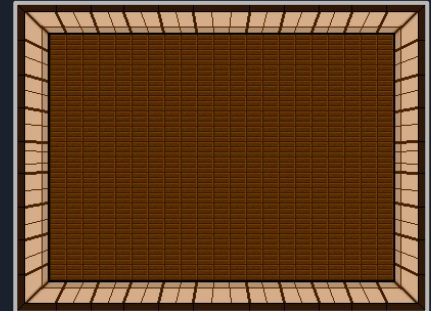
Crate:

- Blocks movement

- Blocks projectiles

Spikes:

- Deals 2 pts of damage per tick to players and enemies

Environment:

Our theme is currently based on ninjas, so the backgrounds have been created to reflect that. We currently have two background images: one for the main screen and one as the basic room background.

Bullets

Bullets are the only way for a player to decrease the health of an enemy. The player can shoot in multiple directions (with a delay between each shot). Players also have the option to switch to a fire bullet that does not have a delay.

Projectile:

- Default bullet type
- Throwing star
- 1 second delay

Fire:

- Ball of fire
- Special bullet type
- No Delay

Power ups

Currently we have 3 power ups that are randomly placed in the game on startup. Eventually, we plan to have power ups that can affect all aspects of a player. We also plan to have these powerups randomly dropped by enemies, rather than be placed on the ground at start up.

Health:

- Randomly increases health by 1-3 hearts.
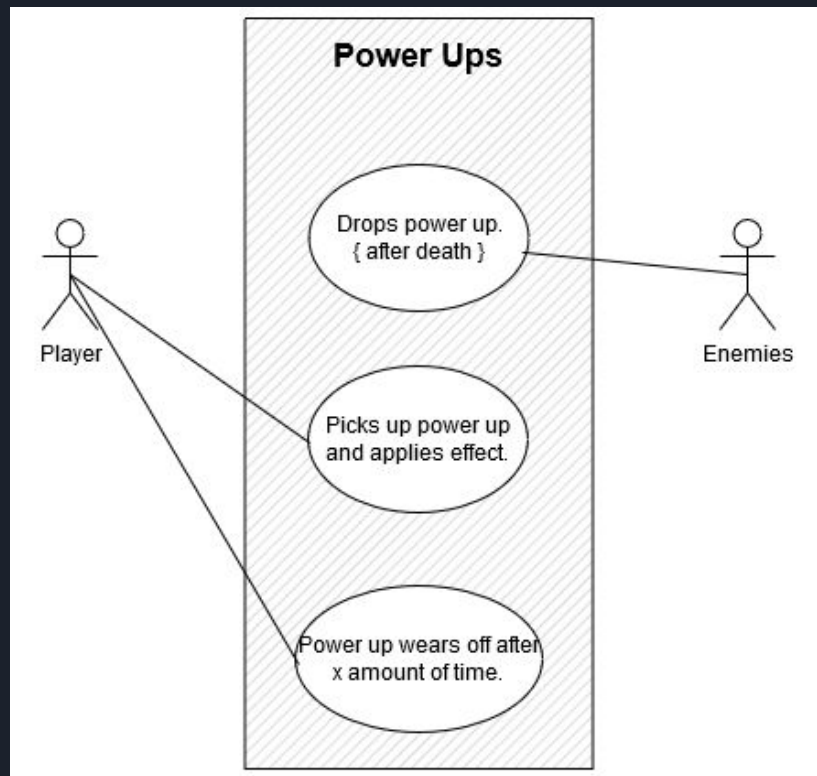- Max 10 hearts

Speed:

- Increases speed by 50%
- Lasts 10 seconds
- Infinite stacking

Portal:

- Randomly place player on a valid x,y coordinate.

Use Cases

Demo