

Dungeon & Stones

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- Shop

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Introduction

The purpose of Dungeon & Stones is to swap stones to make three or more stones connected in the same columns and rows.

Stones have three attributes: heal, damage and recover.

For example, this heal you 3 hp, deal 3 damage to enemy and recover 3 mp.



The heroes have various skills, can change the game board or damage enemy directly. Skills will cost mp.

Team

member

- 17301117 周洲游(group leader)
- 17301114 张永泰(art leader)
- 17301119 昌凯枫
- 17301089 曹泽麟
- 17301063 胡志禹

Division of work

Game Logic

周洲游

Skill and Character

张永泰(idea and design)

周洲游(implementation)

UI

张永泰(chief designer)

周洲游(vice designer)

昌凯枫&曹泽麟(help with designer)

Sound

胡志禹(implementation & BGM & sound effect & music setting)

Shop

昌凯枫

Main Scene & Button Clicked Effect

曹泽麟

Game Balance

张永泰&周洲游

Game Testing

all in

Code Review

周洲游

Document & Presentation

胡志禹&张永泰&周洲游

Achievement

Data statistics

lines: 6505

git commit: 156

<https://github.com/hg-hg/2019-BattleBlocks>

Feature

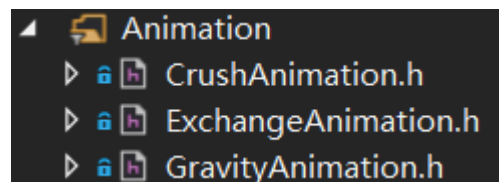
- GUI Interface: Qt5.12.3
- Git team work: all codes up to date
- Various characters and skills: leave interfaces for future addition
- Shop: buy characters

- Money System
- free commercial images
- self-created sound effect
- crush animation
- online game
- well-balanced characters

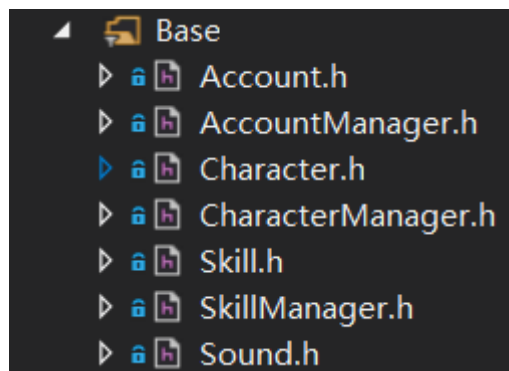
Modules

Client

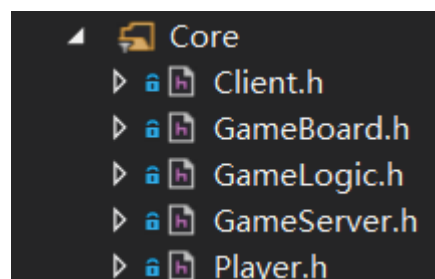
Animation



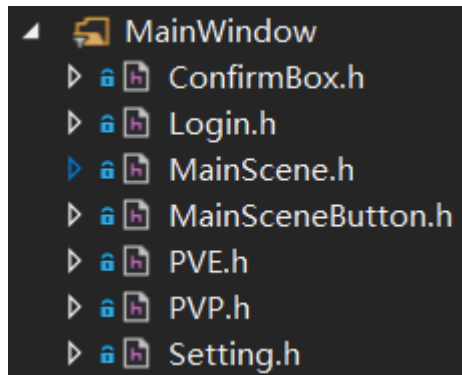
Base



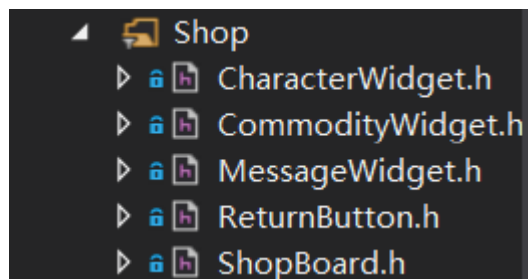
Core



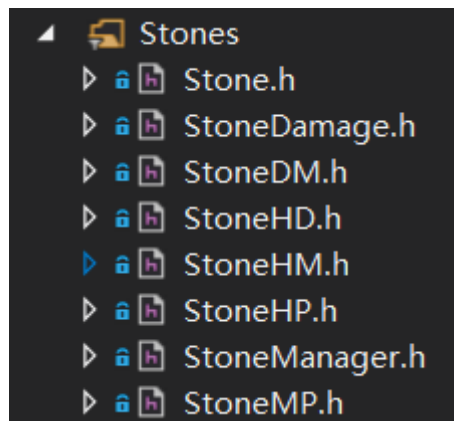
MainWindow



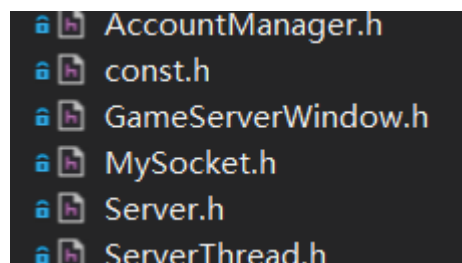
Shop



Stones



Server



multi thread server

Rule

Data

Bonus increases if amount of stones to crush increases.

Win Strategy

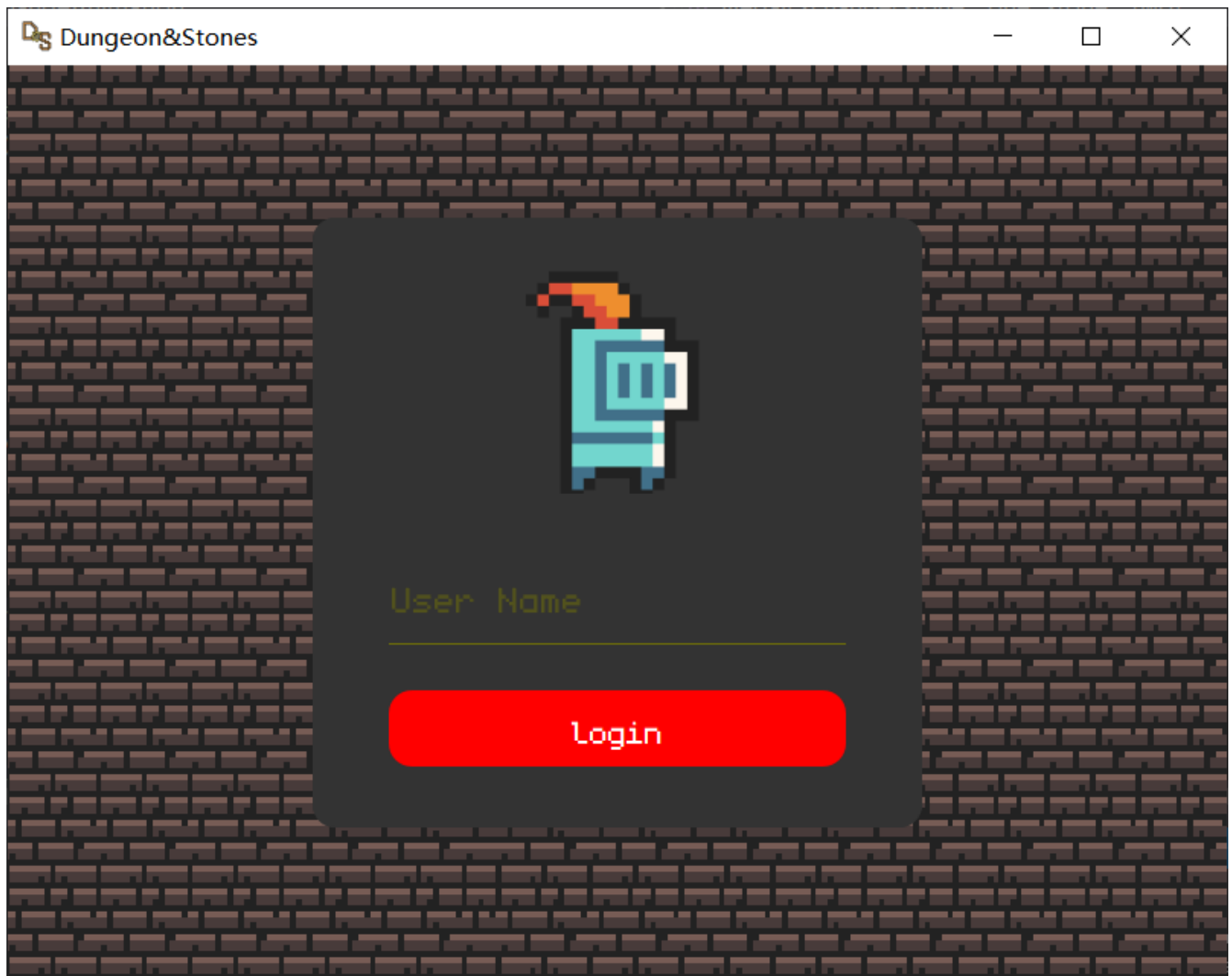
Be alive first, if you hp is low, find blood bottle first.

Crush magic bottle then, to use your powerful skills and combos.

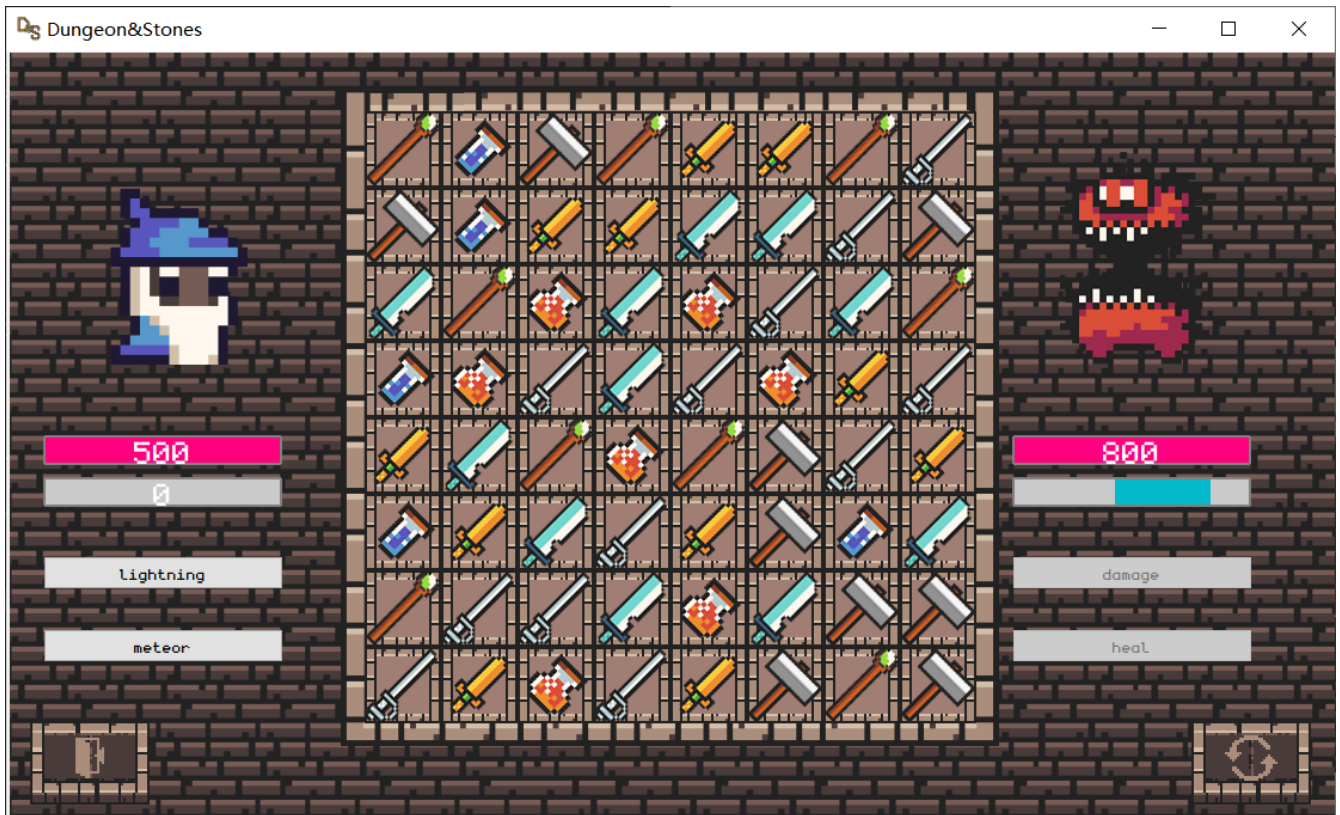
If your enemy is close to death, find damage stone first.

Screenshot

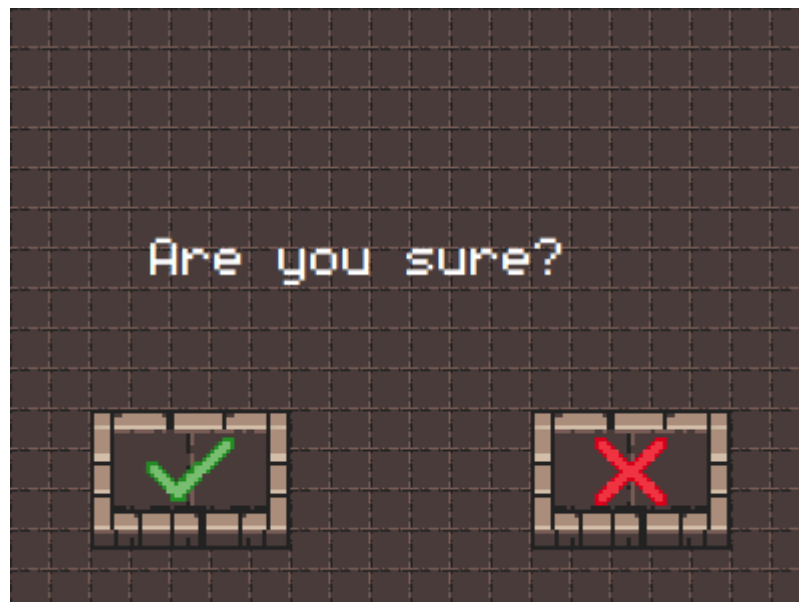
login



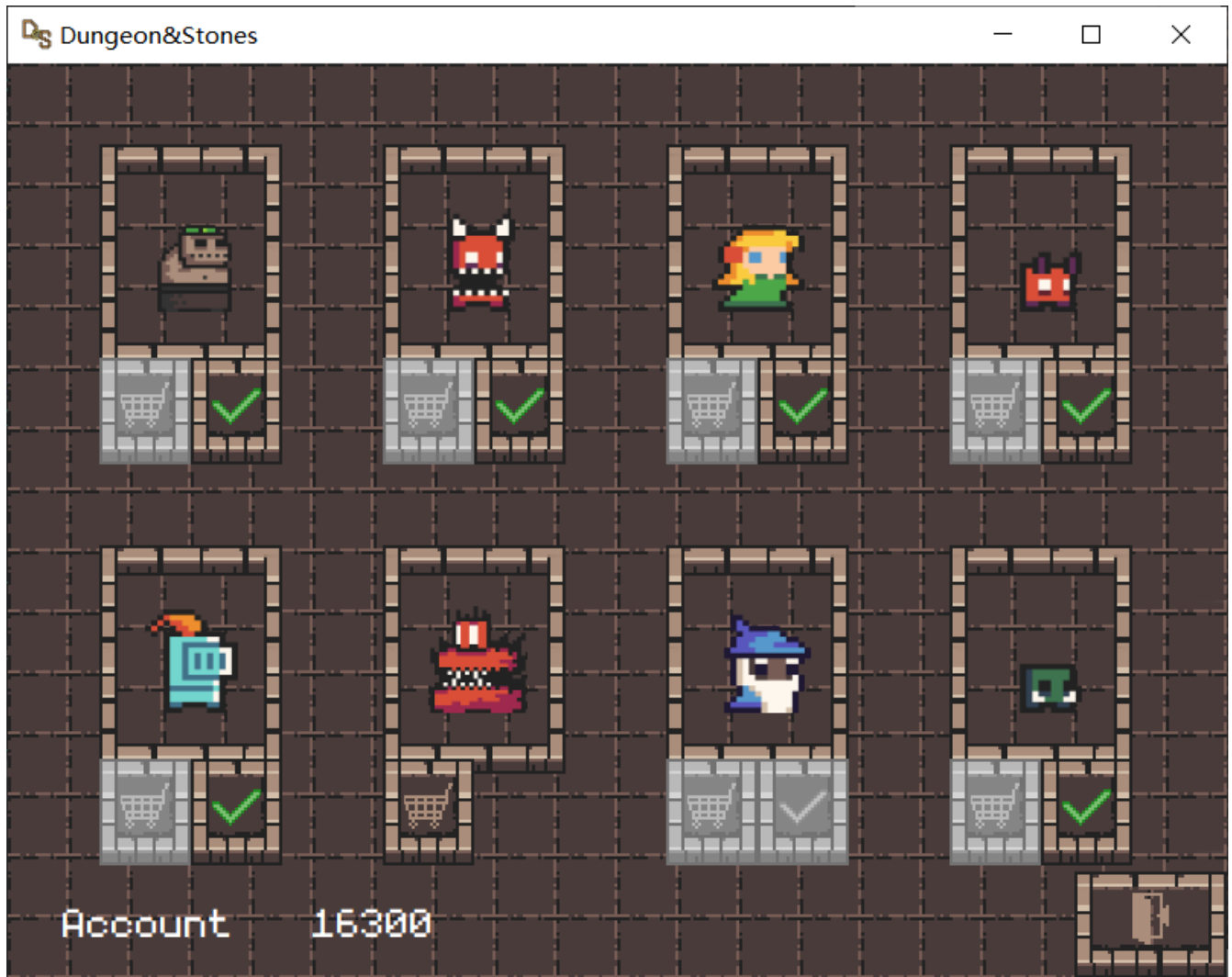
Game Board



Dialog



Shop



Setting

BGM



63

SE



44

