Dungeon Destroyer

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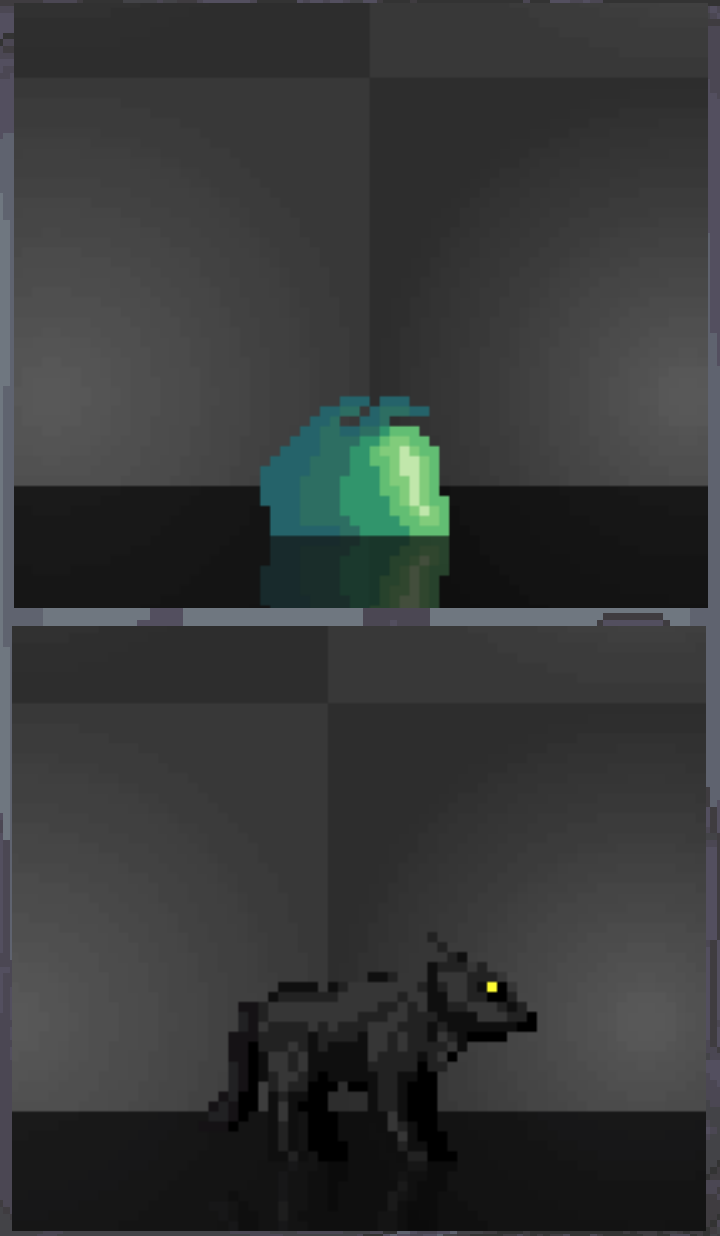
General Overview

- ❑ Turn-based RPG style combat game
- ❑ Language: 100% Python
- ❑ Pygame-ce library for game structure/ functionality
- ❑ Goals:
  - Implement 3-4 levels with 1 boss level
  - Include various animations for entities
  - Create interactivity with upgrades and actions
  - Properly implement necessary DS's



Data Structures and Algos

Algorithms

- ❑ linear traversal
- ❑ BFS & list reversal

Lists

- ❑ store animation frames
- ❑ dictionary values

Stacks/Queues

- ❑ item upgrades
- ❑turn based combat

Dictionary

- ❑ store animation lists
- ❑ edges & coordinates
- ❑ player progress
- ❑ game settings

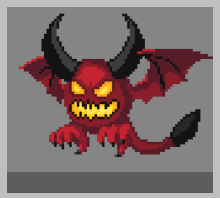
Graph

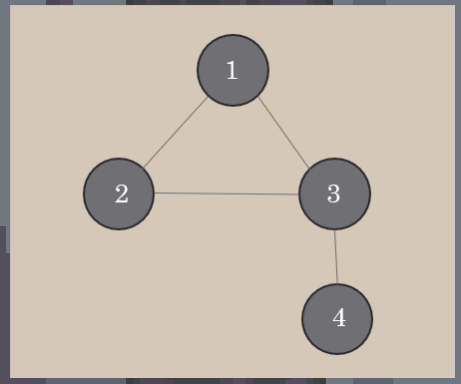
- ❑ adjacency list
- ❑ stores level edges

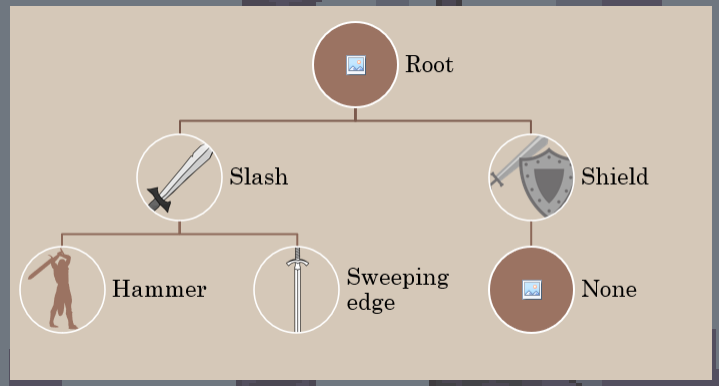
Tree

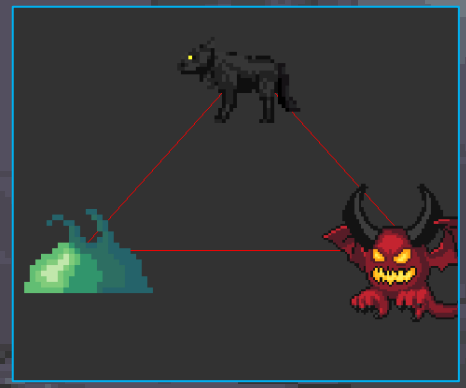
- ❑ skill tree progression

Mockup VS Implementation









Code Implementation