

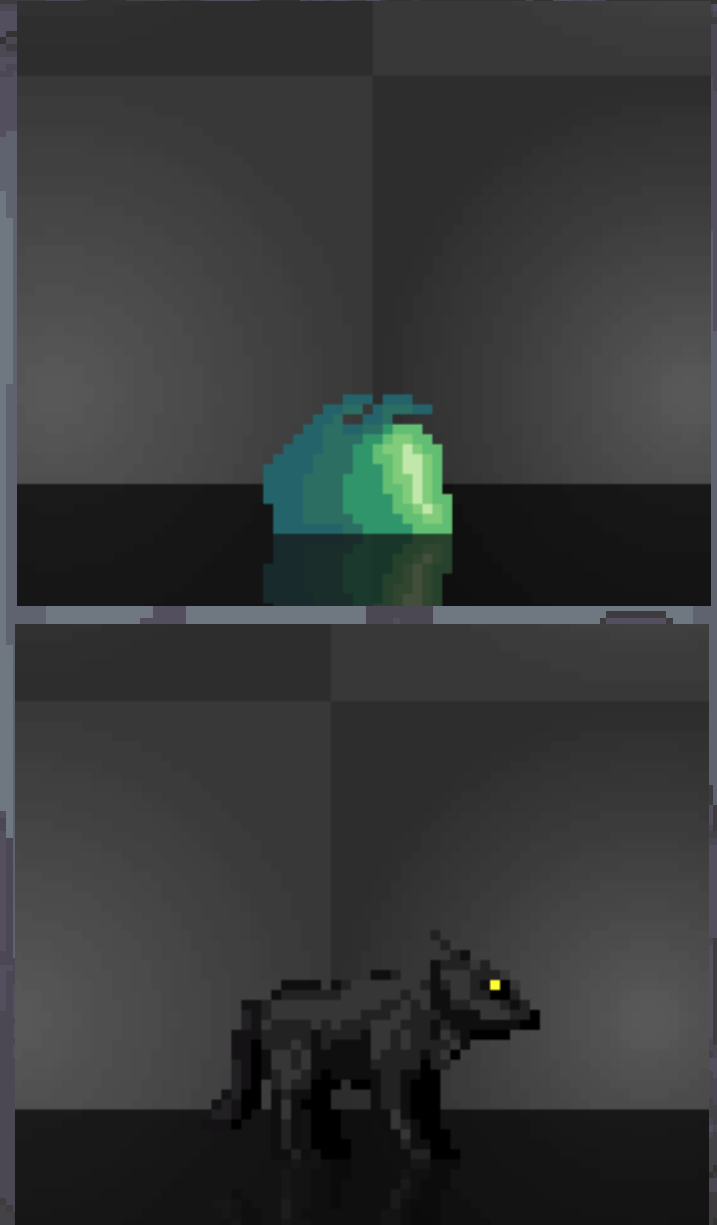


Dungeon Destroyer

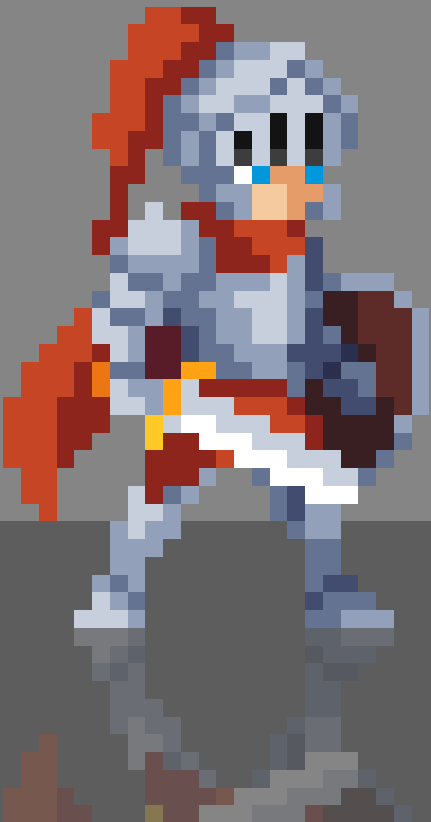
Husain Patanwala - CS 210

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

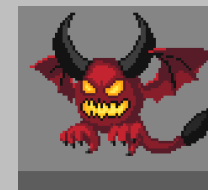
Graph

- ☐ adjacency list
- ☐ stores level edges

Tree

- ☐ skill tree progression

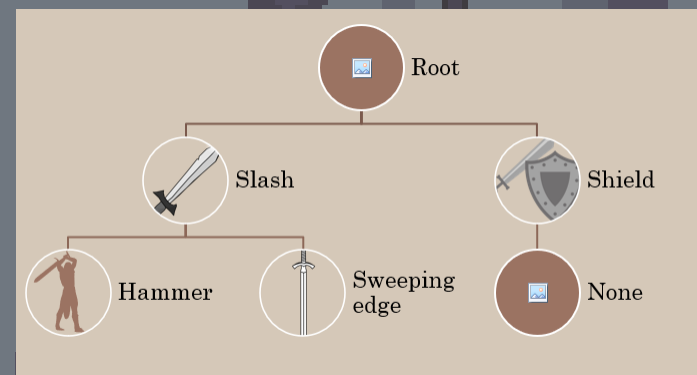
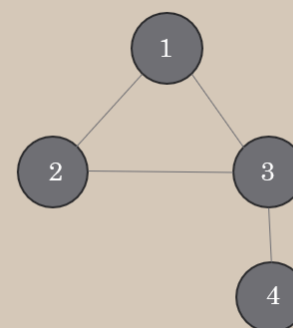
Mockup VS Implementation



Dungeon Destroyer

Start

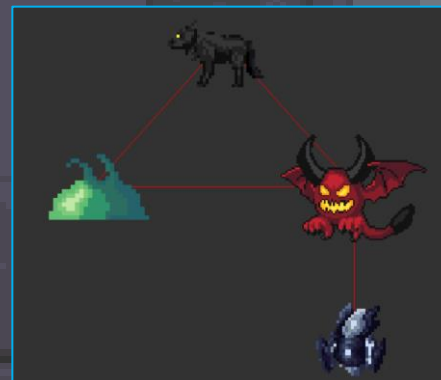
Skills



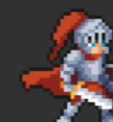
Dungeon Destroyer

Start

Skills



Current funds: 0



Code Implementation

The image shows a title screen for a game called "Dungeon Destroyer". The background is a dark, pixelated illustration of a cave or dungeon interior, featuring stalactites hanging from the ceiling and rocky walls. The title "Dungeon Destroyer" is written in a large, white, pixelated font in the center. Below the title are two buttons with a light blue border and a slight 3D effect. The left button is labeled "Start" and the right button is labeled "Skills", both in a white, pixelated font. The entire scene is framed by a dark, textured border that matches the cave theme.

Dungeon Destroyer

Start

Skills