

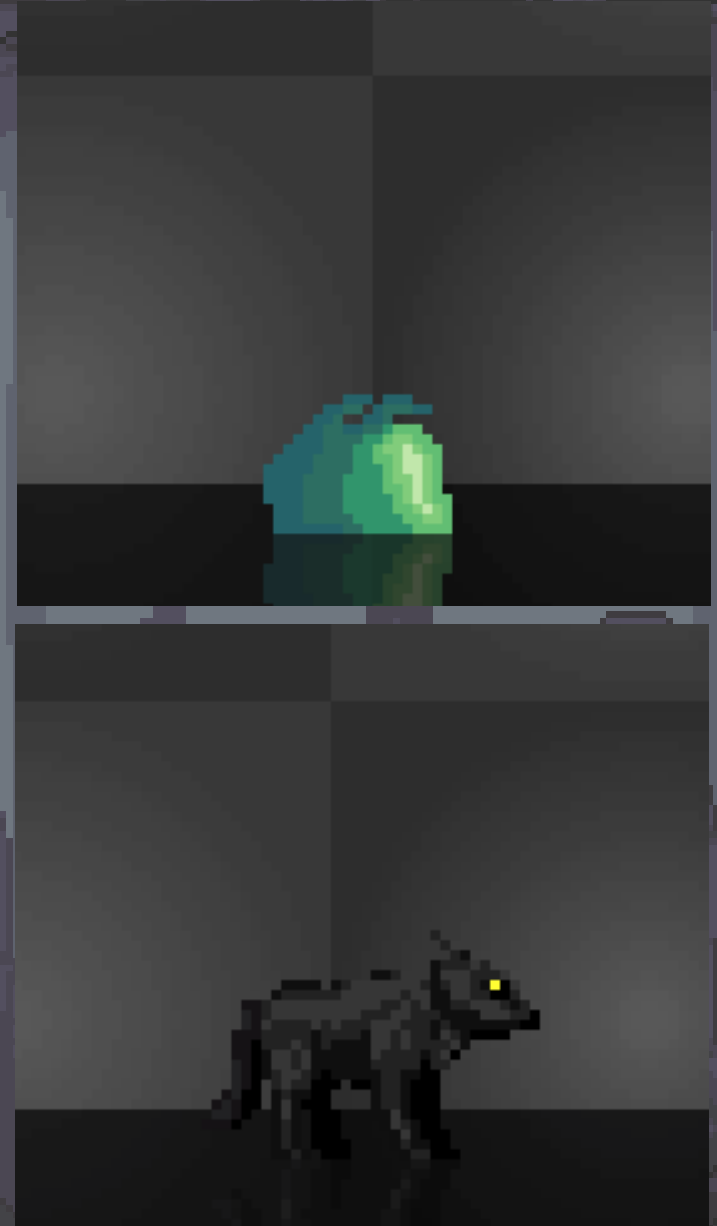


Dungeon Destroyer

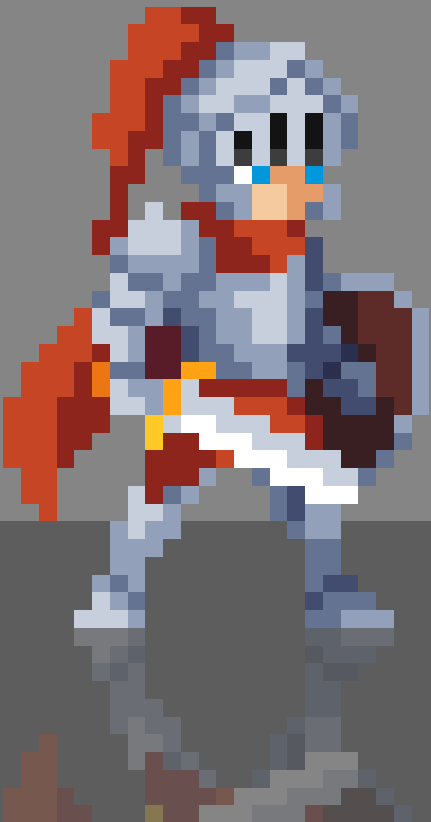
Husain Patanwala - CS 210

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

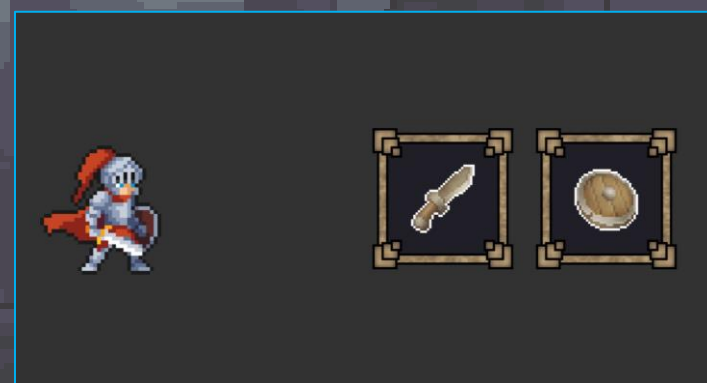
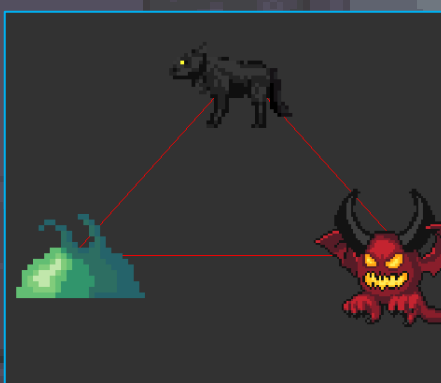
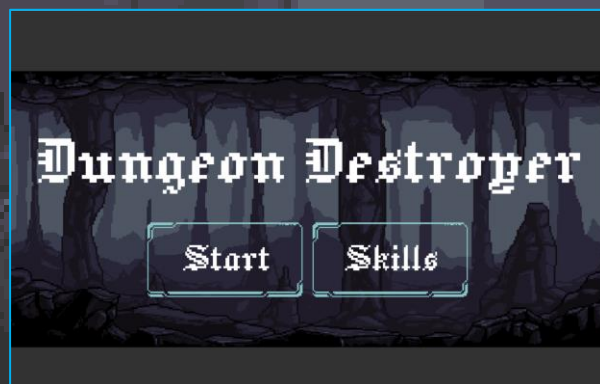
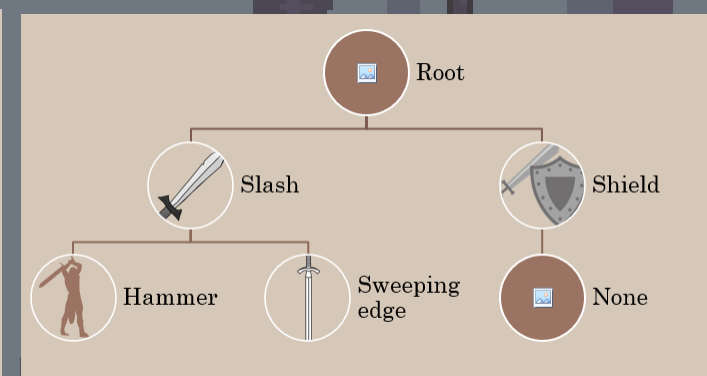
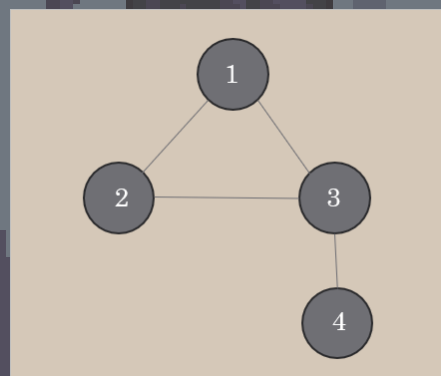
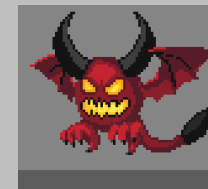
Graph

- ☐ adjacency list
- ☐ stores level edges

Tree

- ☐ skill tree progression

Mockup VS Implementation



Code Implementation

A screenshot of a video game title screen. The background is a dark, pixelated illustration of a cave interior with stalactites hanging from the ceiling and rocky formations. The title 'Dungeon Destroyer' is centered in a large, white, pixelated font. Below the title are two rectangular 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 screenshot is framed by a dark grey border.

Dungeon Destroyer

Start

Skills