

ROGUE ZERO

Team Useless But Fun

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Softdev Period 6 Fall 2016 Final Project

Components

User Accounts

- Users register to play the game
- Current dungeon and progress is saved to account
- Character customization options are saved to account

Dungeon Rooms

- Rooms are randomly generated with different enemies, terrain, items, and exits
- Each room has a chance to generate a boss

Enemies

- All enemies in a room must be defeated to be able to exit
- Have different attributes (size, speed, power, etc.)

Terrain

- Rooms have different types of terrain that can harm the user (bottomless pits, quicksand, spikes, etc.)

Items

- Random drops that increase a certain stat of a player permanently

Exits

- New dungeon rooms are generated each time the user goes through an exit
- Two-way doors link rooms, but new doors only link to new rooms

Save Points

- Users can save progress at randomly generated save points

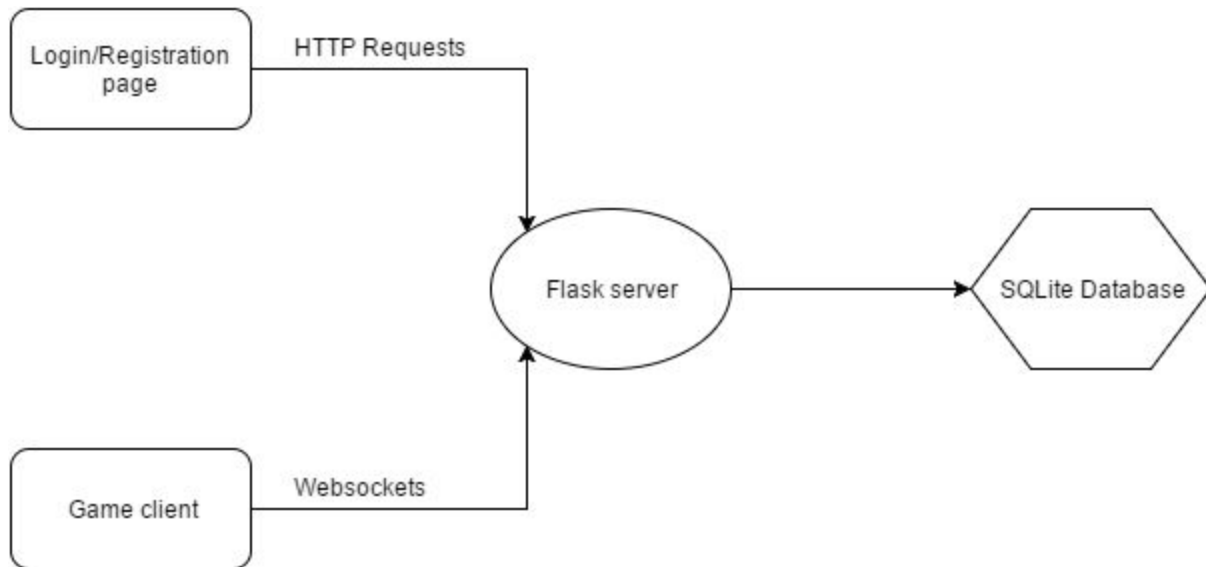
Bosses

- Defeating the boss transports the user to a new dungeon, erasing the previous one

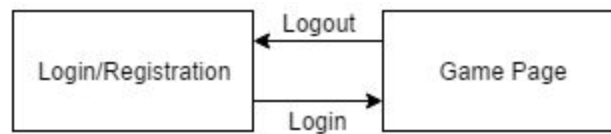
Game Client

- Reads the user save data and customization options to load game
- Uses websockets to interact with the flask server to update information
- Reads user input for gameplay

Component Map



Site Map



Database Schema

Rooms						
User ID (integer)	Room ID (integer)	Enemies (list)	Terrain (list)	Items (list)	Exits (list)	Save Points (list)

Users					
User ID (integer)	Username (string)	Passhash (string)	Current room (integer)	Items (list)	Current Character State (string)

Task Delegation

Kenneth Li : JavaScript and Python (For game)

Jason Chua: SQL and Python (Information Processing)

Nick Ng: Python and Jinja (Flask and Server)

Daniel Chiu: Bootstrap Framework, CSS, and HTML (Website and Art)

Timeline

1/13: Framework for website (css styling and such)

1/14: Login for website

1/16: Art and design of game finalized

1/21: Basic mechanics of game working (Core mechanics of the game, no art)

1/22: Implement artwork into game (replace shapes with sprites, background, etc)

1/23: Finish debugging