Dungeon Crawler

By Group 24

Starting screen

About Our Dungeon Crawler Project

- 2D arcade-style game project,
- Target audience: 12+ years old.
- Single player, top-down 2.5D perspective game
- Player defeats all the enemies in each level and progress to the next.

Level 1 screen

Our hero awakes in a fantastical world, with a sword, a bow and a limited number of arrows. They discover hostile monsters and must fight them in order to survive. How far will they go?

Game Rules

- To defeat enemies:
  - Sword or shooting arrows 
  - Collect dropped coins 
- After defeating all enemies:
  - Follow direction of signs to progress to next level 
- Buy health points or arrows in the shop 

- Once all levels passed, you win the game and taken back to the main menu.

Game Features

- **Shop**
  - Can buy health points
  - Can buy arrows
  - Bought with coins
- **Hero**
  - Can swing a sword
  - Can shoot arrows
  - Can dash
- **Monsters**
  - Slime - low health and low damage
  - Skeleton - medium health and medium damage
  - Skeleton archer - shoots arrows, runs away when hero is too close, medium health and medium damage
  - Dragon - flies, high health, shoots fireballs, medium damage
- **Menu**
  - Pauses game when in menu
  - Can resume to game
  - Can quit game
  - Can go to instructions of how to play the game

Game Features Examples:

Menu

Shop

Level 1 Screen

Coin drop

Dragon

Skeleton Archer

Coding Challenges

- Compatibility of implementations of different systems
  - Maps
  - Movement
  - Enemies

- Use of Github
  - Overwriting
  - Merging
  - Not keeping branches up to date leads to different implementations / code incompatibility
  - Some unnecessary branches and forks

- Multiple similar classes
  - Repeated code
  - Needed abstraction?

Group Challenges

- Completion of goals and delivery of code on time
  - Maps
  - Player sprite
- Communication of status of systems
  - Maps again (multiple versions)
  - Class structure / hierarchy
- Consistent idea of next steps
  - Overambitious
- Understanding other people’s implementations
  - Needed better documentation

Implementation Process

How we organised to make the game...

- Begin with the allocation of tasks
  - Maps
  - Enemies
  - Player
- Weekly meetings
  - Discussed questions and ideas
- Communication out of meetings with Whatsapp
  - Deciding meeting times
  - Communicated ideas and questions

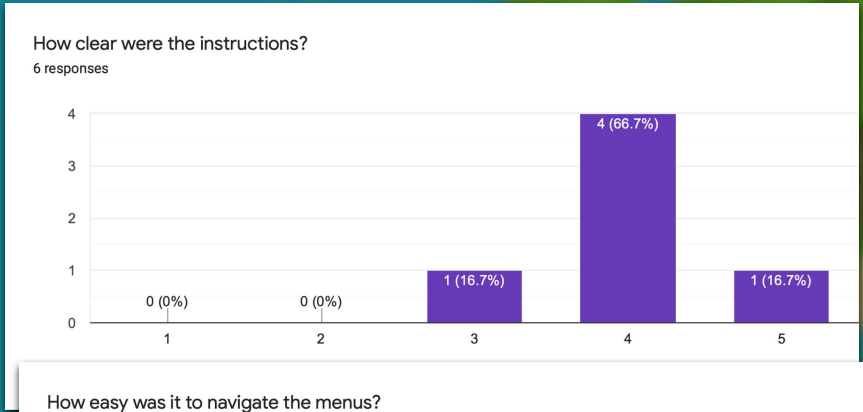
User Evaluation during development

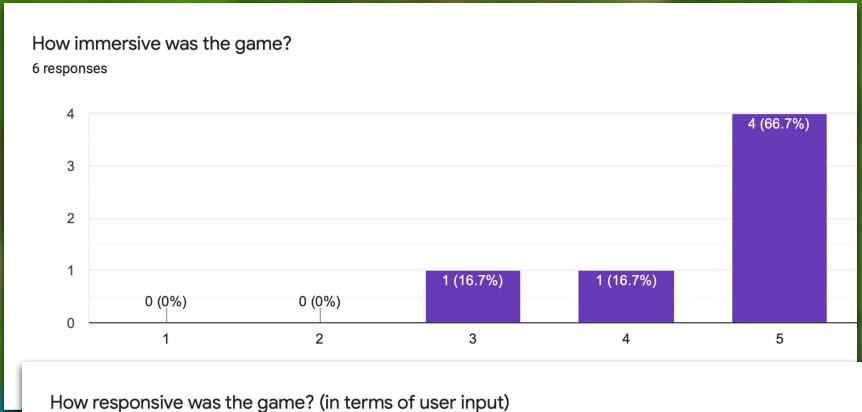
We had users test the game during development whilst we observed their play, then we took into account their responses/feedback and made changes with what we thought was appropriate. These are the most frequent issues.

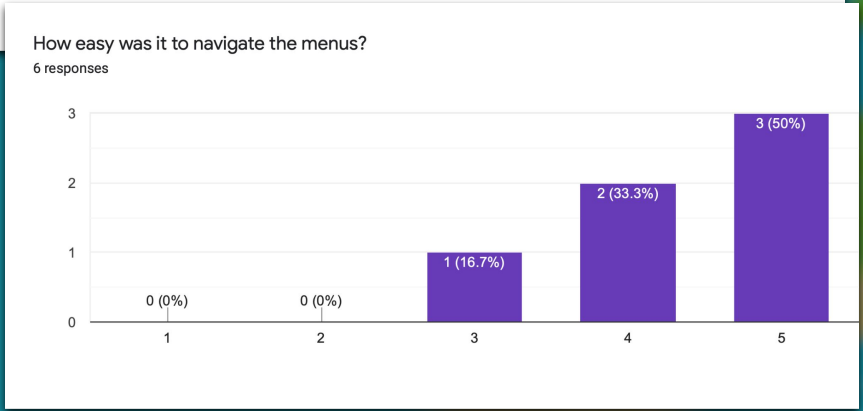
Issues	Responses
• Difficulties with arrows	• Added more directions to shooting arrows
• Narrow map size	• Increased map size
• Navigating shop menu	• Additional button to exit shop
• Unclear goals	• Added instructions

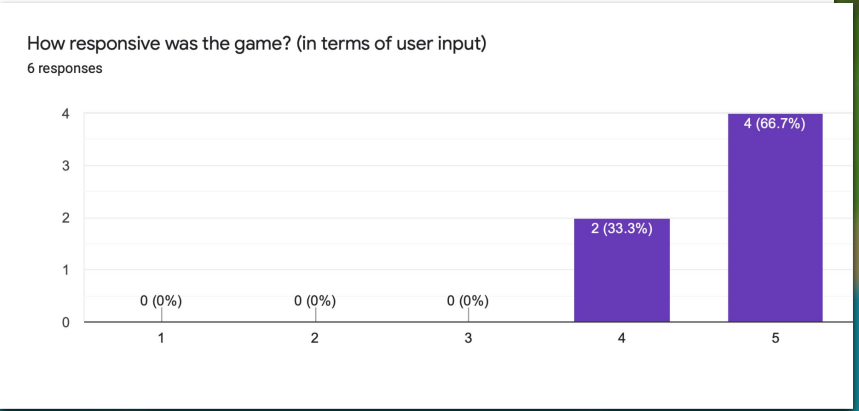
Final User Evaluation and Analysis

Here are our user evaluations of our latest version of the game.





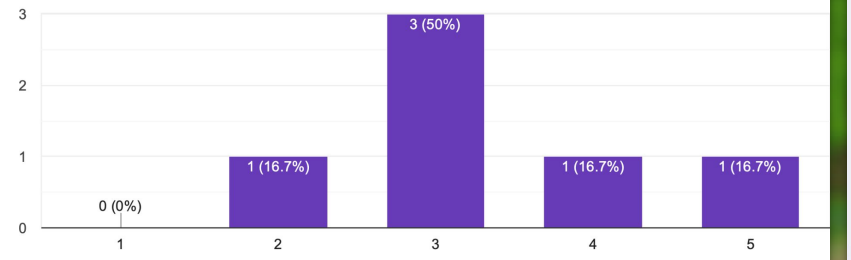




Final User Evaluation and Analysis

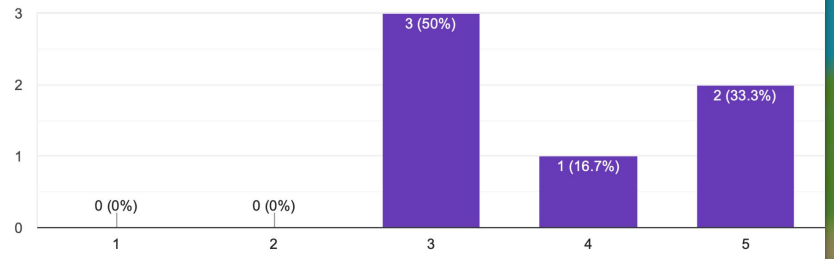
How challenging was the game?

6 responses



How engaging was the combat element?

6 responses



Overall review and game improvement?

3 responses

could've been more clear weapons

I liked the 2.5D perspective and the gameplay. I would add outfits.

Have more options for controlling the sound. Such as muting the sound if someone wants to.

Final User Evaluation and Analysis

- Mostly positive feedback
- Combat should be more natural and intuitive
    - Knockback?
    - More common keybinds
    - Clearer instruction screen
- Should include a basic settings menu, with audio options
- The base of the game is there, but needs to be expanded on to be more fun

What went well

- Map implementation
- Weapons
- Creating a variety of enemies
- Game Currency
- Shop
- Self-made assets
- Audio
- Coherent style

What didn’t go well

- Being up to date with progress milestones we set
- Creating more upgrades or power-ups
- The implementation of a final boss
- The implementation of a win screen
- Different types of attacks with the same weapon
- Didn’t set up layering of actors, e.g Player can’t go behind trees
- Number of levels

What we would change:

- Started development earlier
- Better communication and assignment of tasks
- Shorter and more frequent meetings, especially online
- Pushing to GitHub more frequently