

TNPG: Rin-Sensei (Rin Fukuoka, Julia Kozak, John Gupta-She)

Idea: Dungeon Crawler

- We will have a randomly generated maze in which different squares will be a room. We'll include various puzzles/traps/resources in each room.

Rooms

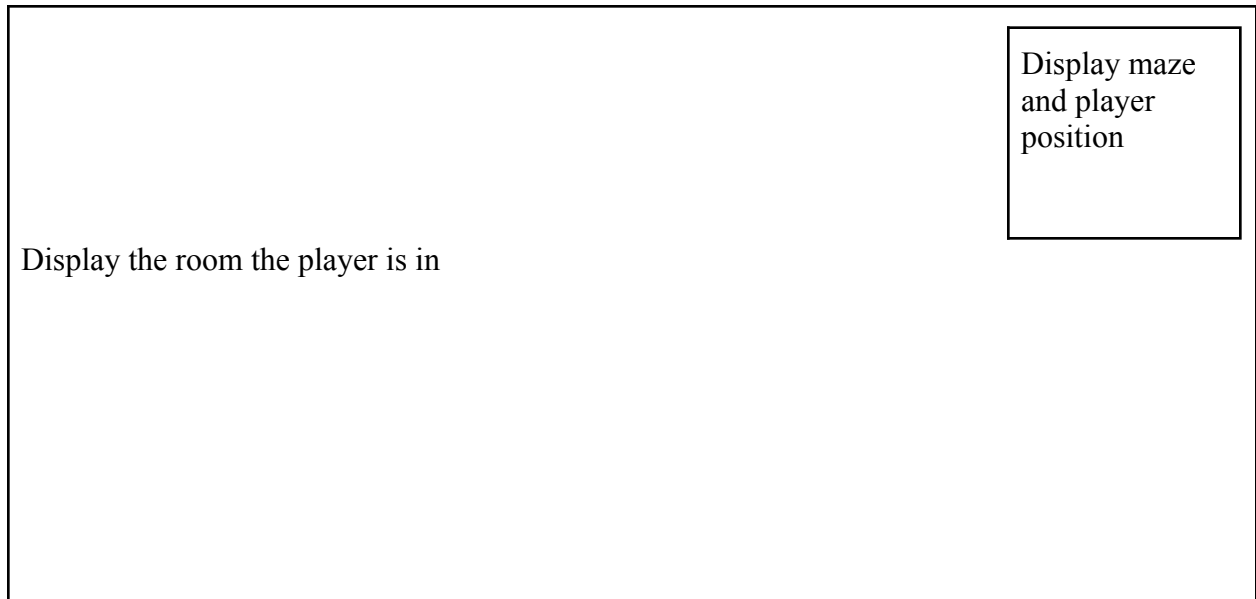
- Starting room: the player starts here at the start of the game
- Ending room: the game ends/has boss
- Trap Rooms: Initiates a bullet hell phase, dodge projectiles for a certain time and they stop, you can move to the next room.
- Monster Rooms: Kill all the monsters to get to the next room.
- Healing Rooms: Sit in the fountain to gain health
- Life Crystal Rooms: Break the Life Crystal to permanently increase health.
- Puzzle Rooms: Mini-Minesweeper

Player Attributes/Methods

- Position: Coordinates in room
- Move: Changes position
- Health: Base 100 (add 10 each time)
- Attack: Attacks in a cone in direction *****, dealing 30 damage
- Dash: Press space to dash in the direction of your mouse.
- Take damage: Gives invincibility for .2 sec

Monster Attributes/Methods

- Type: 3 types of monsters
- Position: Coordinates in room
- Moves: Changes position
- Health: depends on monster
- Attack: winds up, attack depends on monster
- Take damage: Gives invincibility for .1 sec



To Do:

- Randomly generated maze
- Make room class
- Design types of rooms
- Make character classes
 - protagonist
 - Monster
 - boss
- Fill monster rooms, fill boss room
- Pull backgrounds and sprite from internet
- Draw rooms in processing (background and character)
- Draw monsters and boss in processing
- Draw minimap in corner

References/Inspirations:

- Terraria Vanilla
- Terraria Calamity Mod
- Moonlighter