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Software Design: Proposal

We plan to create an interactive dungeon game. The user will create a player who will be travelling through a dungeon. The dungeon will be composed of four rooms, which are each displayed as a maze of increasing difficulty. The player must figure out how to traverse the maze. If the player is successful in traversing the maze, she will reach the dragon. The first room will have the easy dragon, the second will have the medium dragon, the third the hard dragon, and the final room will have the Bo\$\$ dragon. These dragons are named according to their difficulty. The player will have to fight the dragon which will have a power. The player will be given a random number when she chooses to attack. If it is greater than the dragon's power, she will be successful in defeating the dragon. After this, she will be given the option to befriend the dragon. If she chooses to take this action, she will be presented with a word game, the difficulty once again corresponding to the room level. If the word game is completed successfully, some power from the befriended dragon will be added to her own. This will make it easier for the player to defeat later dragons.

Deevena's main focus will be the word games and the objects that the player can get from a dragon once defeated. These objects will strengthen the player's health/power and are dependent on the success of the word game. The word game will need to accept user input and keep track of a score. It will be a mini-game within the larger dungeon game. The only difference is rather than interacting with a character, the player will be directly interacting with the game itself.

Shannon's main role will be to implement the characters, both the dragons and the player. The player will be customizable. The dragons' will vary in difficulty, so their methods will need to be altered to correspond with their level. She will need to ensure the characters can interact with each other successfully.

Jessica's main role will be to create the design of the mazes. As the player defeats a dragon, the maze increases in difficulty. She will also implement the moving capability of the player's character.
