

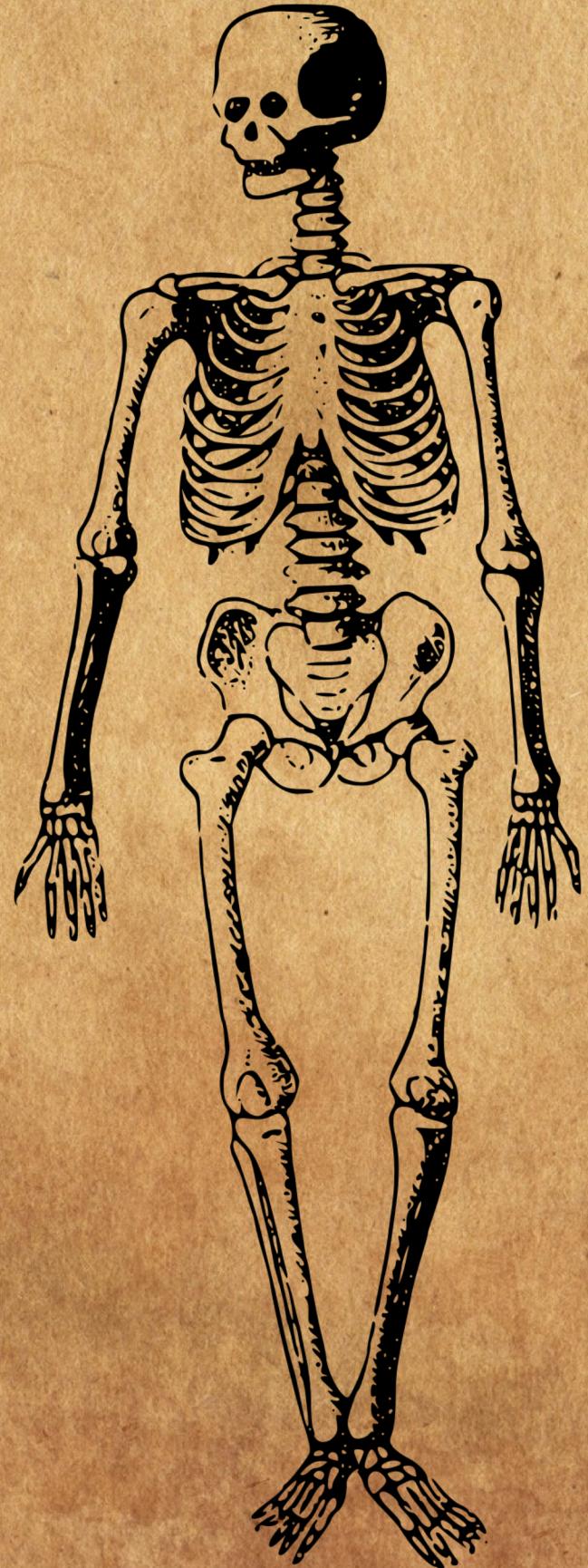


DUNGEON CRAWLER

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Create a 2D
dungeon crawling
game in Java



OUR TASKS FOR THE WEEK

- Feature monsters with movement and attack capabilities.
- Improved movement AI to chase the player if seen.
- The hero has a limited line of sight.
- Items can influence some of the hero's attributes.
- The hero can heal when resting next to a campfire.
- The hero has an inventory system.



CHALLENGES

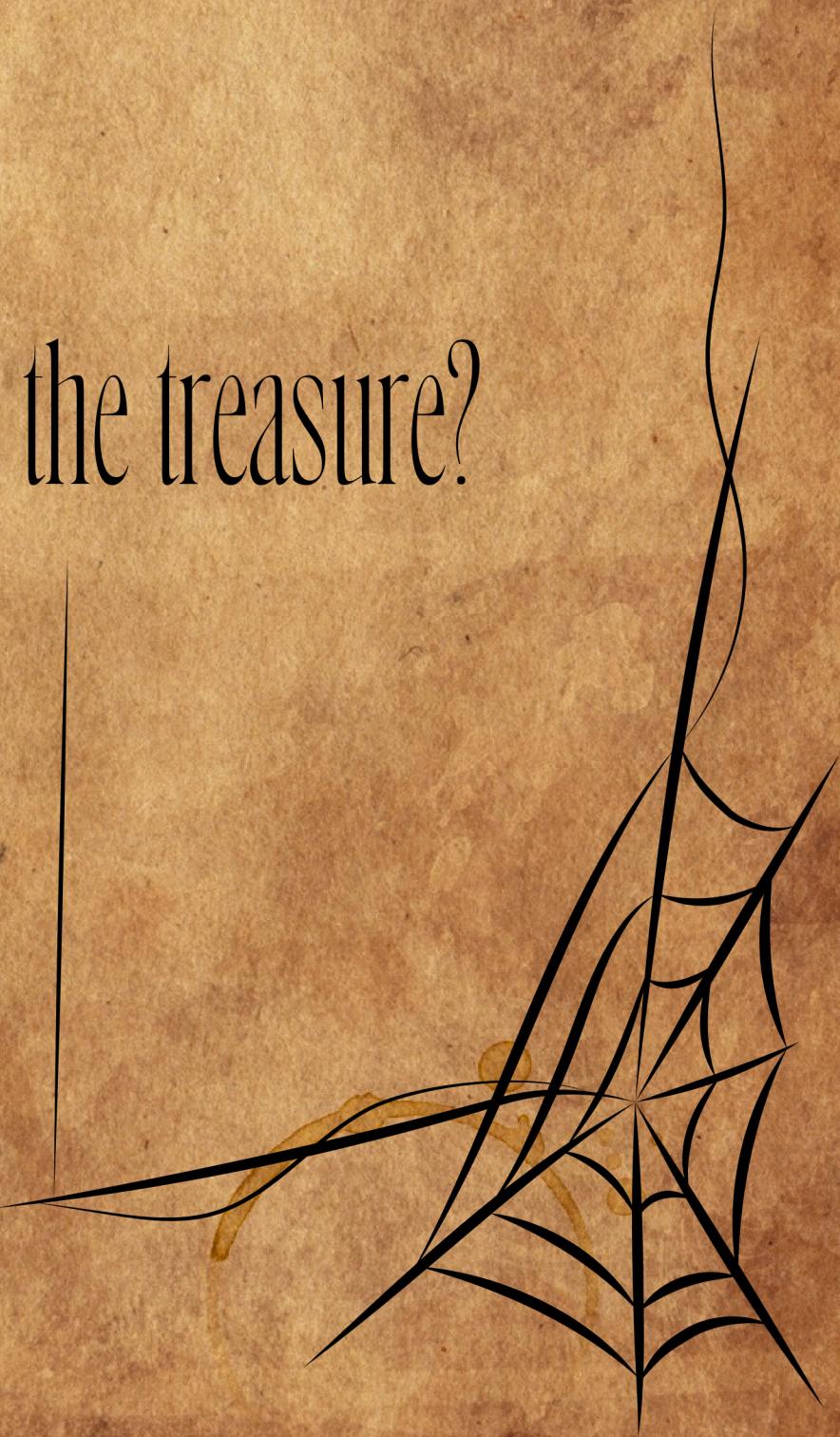
Working with a massive starter code

Using JavaFX for the first time

Creating and maintaining file hierarchy



Will you find the treasure?



DEMO

CODE SNIPPET



```
1 public abstract class Item implements Drawable {  
2     /*...*/  
3  
4     public abstract void interactWithPlayer(Player player);  
5     /*...*/  
6 }  
7 }
```





```
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2     /*...*/  
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5     /*...*/  
6 }  
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```



```
1 public class Torch extends Item {  
2     /*...*/  
3  
4     @Override  
5     public void interactWithPlayer(Player player) {  
6         player.addItemToInventory(item);  
7         cell.setItem(null);  
8         cell.setType(CellType.FLOOR);  
9     }  
10    /*...*/  
11 }  
12 }
```



THANK YOU