TCSS502

Assignment 3: Dungeon of Doom!

Output File

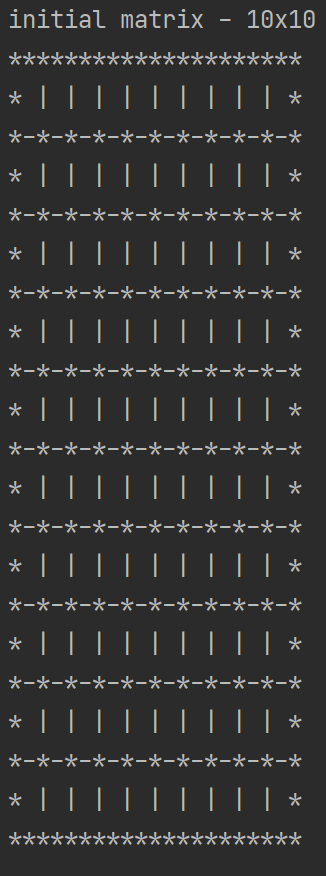
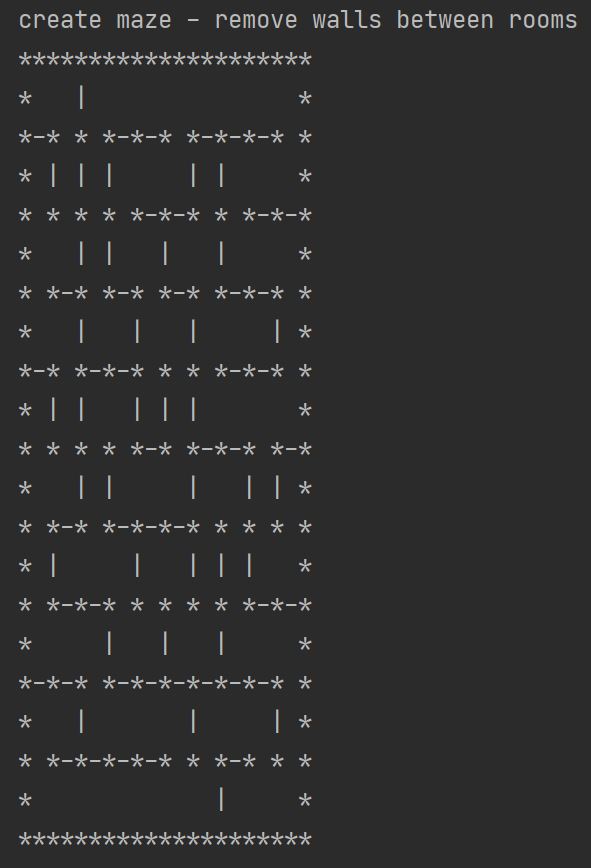
Dee Torco

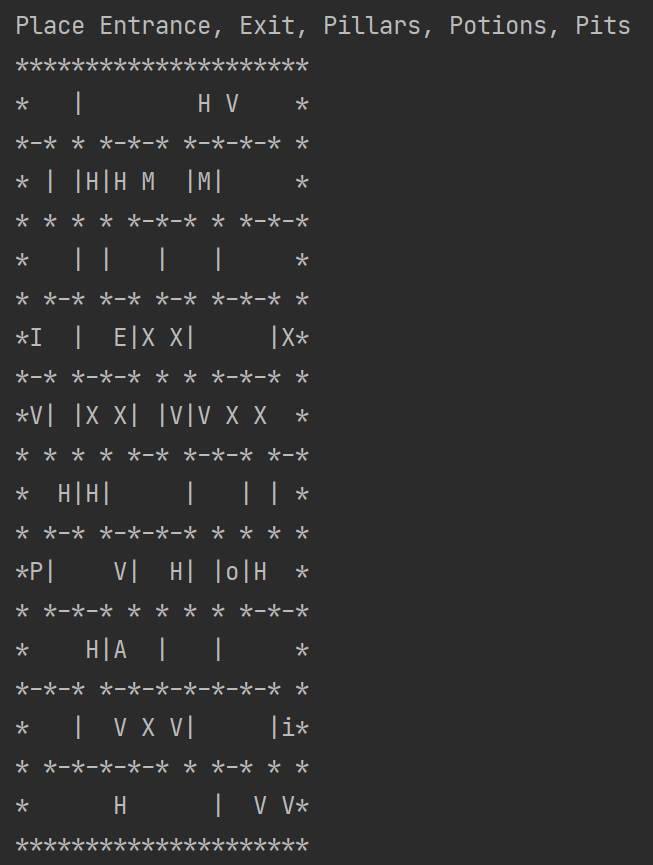
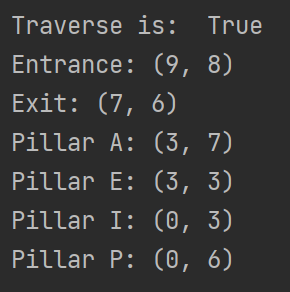
Kishan Vekaria

Jeff Stockman

Dungeon Creation:

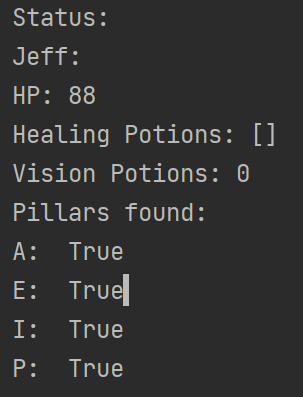
* 1) Create a maze (the game allows you various levels of difficulty / sizes of mazes), 2) remove walls by traversing to 100% of rooms, then 3) add items
* Verify ability to start at entrance, traverse to all pillars, and find exit
  + If not, dungeon\_adventure will recreate a new dungeon
  + The way the maze is designed should prevent traverse from ever being false



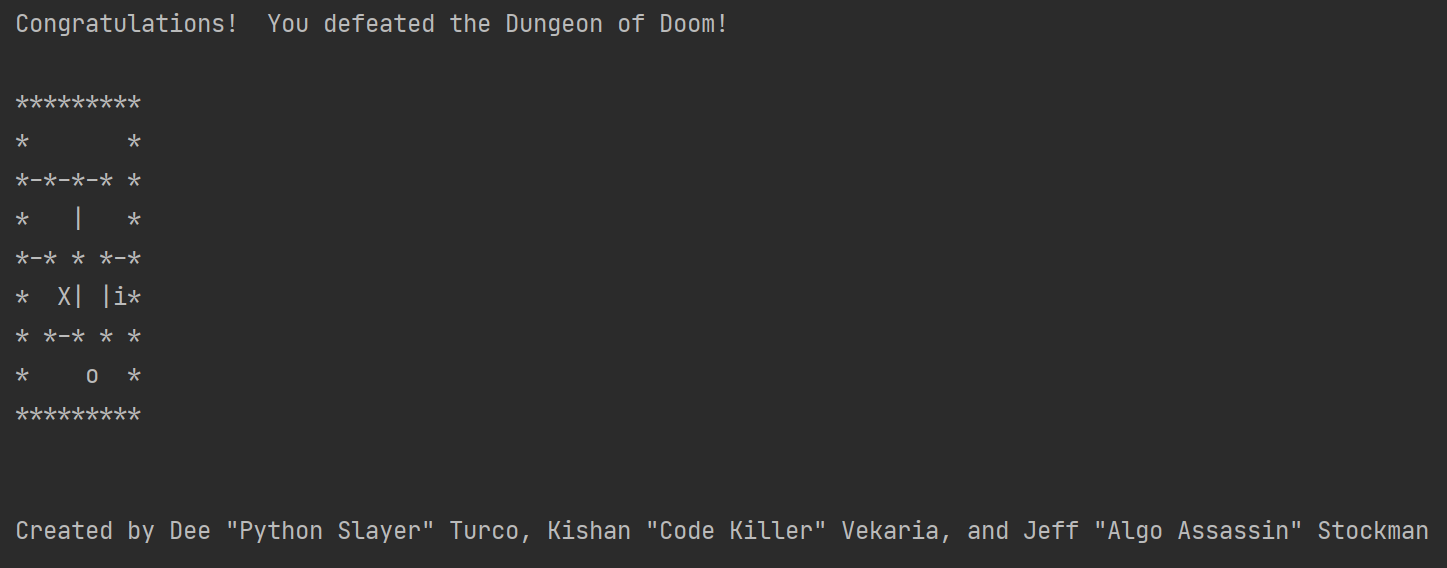


Playing the Game:

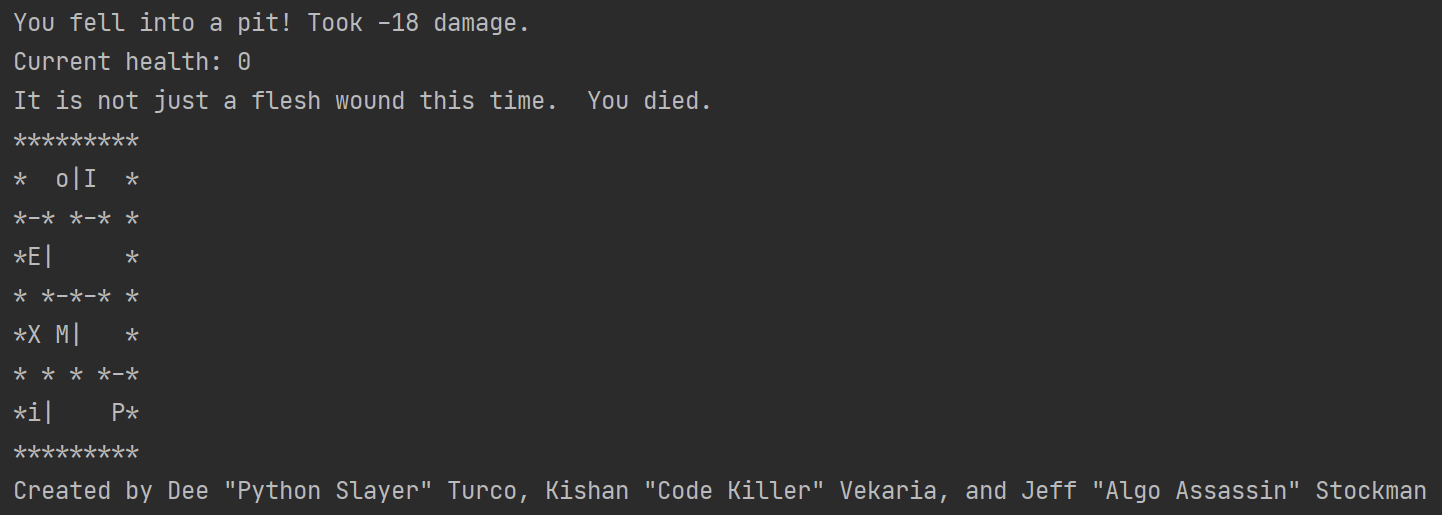
Finding all Pillars (Adventure status – use user\_input command “s” in dungeon\_adventure:



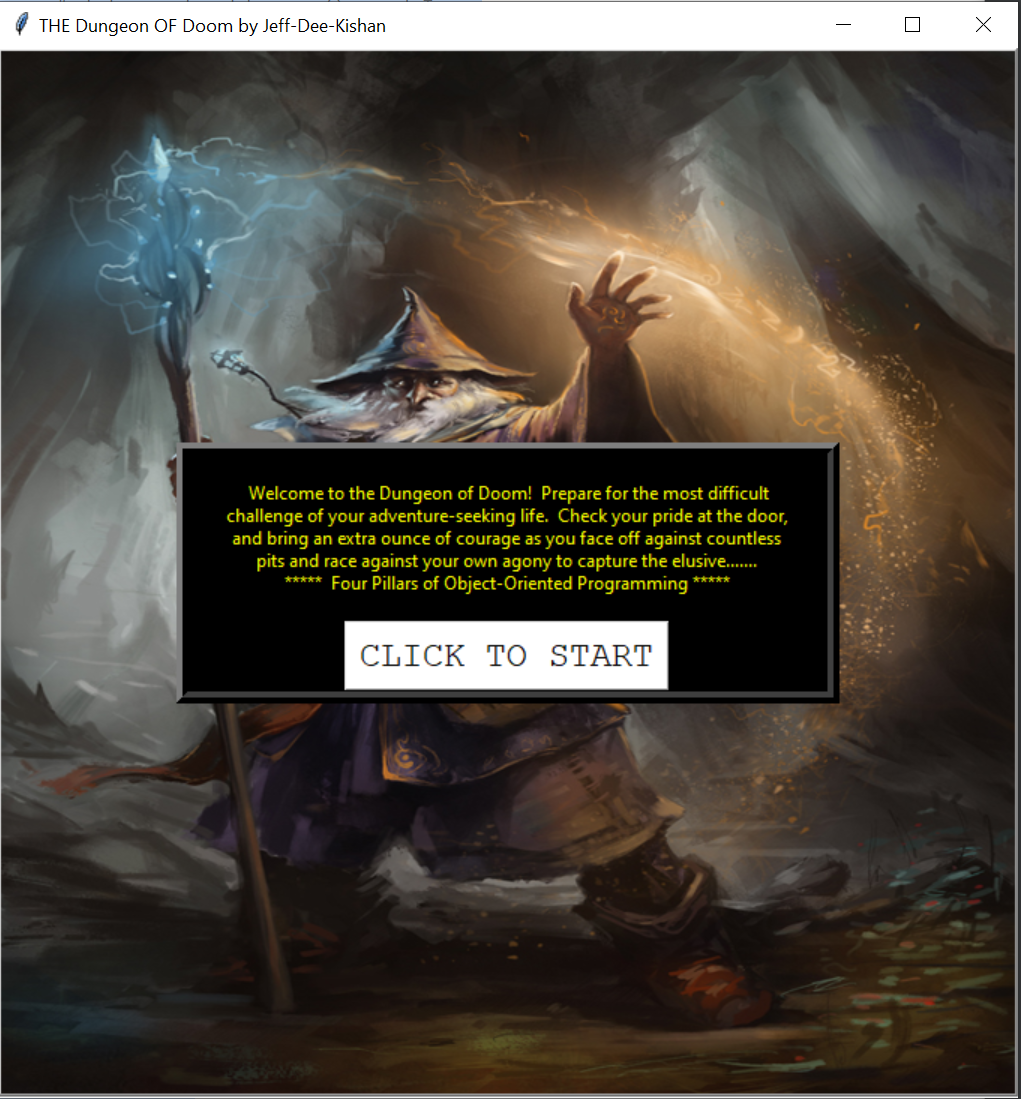
Finding exit after you have all four pillars:

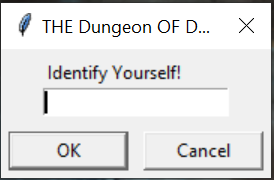


Falling to your death:



GUI:





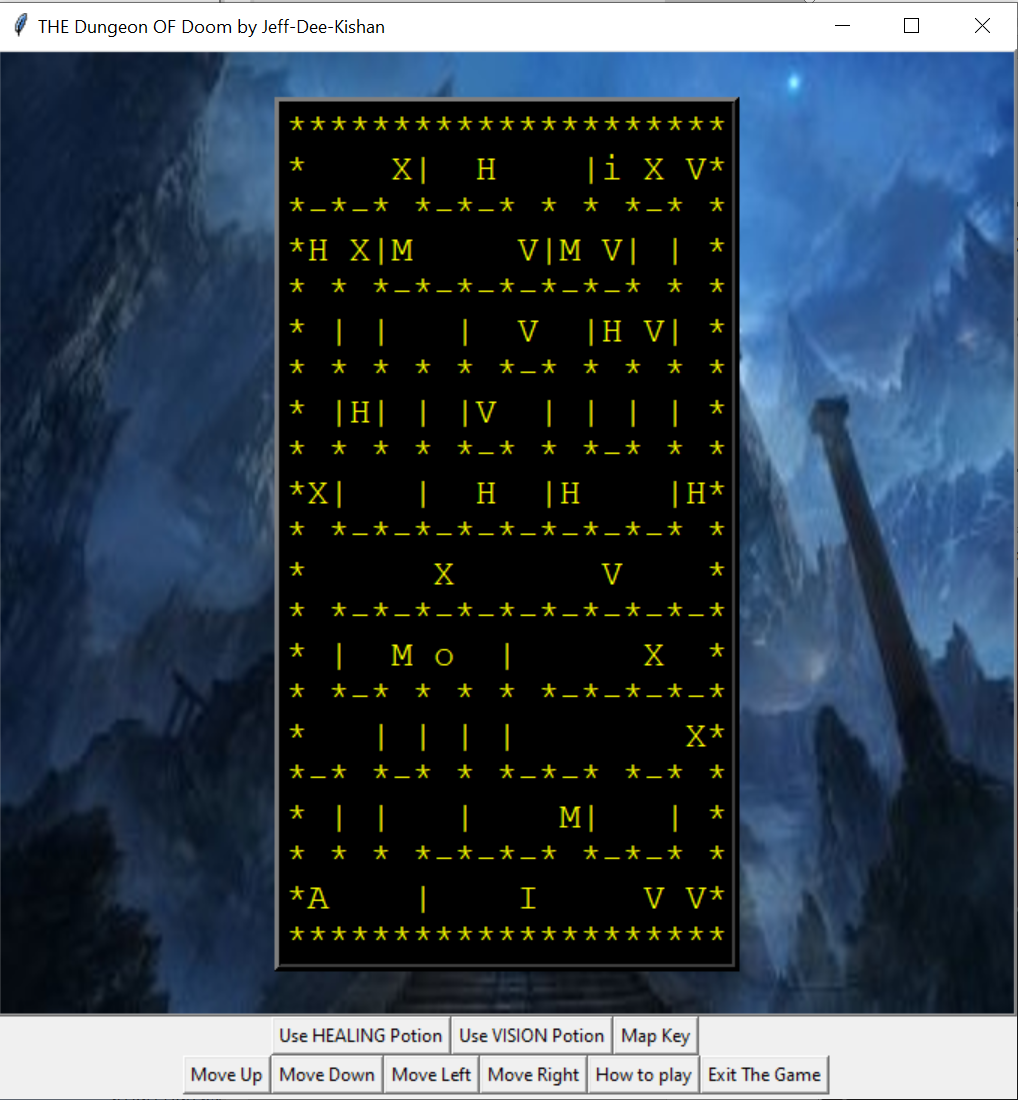
Graphical user interface, website

Description automatically generatedThe program will only accept the difficulty level number 1 -5.

Button “How to Play…” will show the information below

Text

Description automatically generated



….this is it – should have printed the room, but we have it print the whole map. Buttons are done but not linked to the correct actions.

We can use only the “How to play” and “Exit the Game” buttons.