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# Unit 3 Dungeon Crawler Project Plan

# Submitted to: APCS Mr. Fulk

# Project Manager: Jeffrey Lee

Date: April 27, 2020

Project Overview Our project will be a dungeon crawler game that will require a single player (the user) to avoid / defeat enemies or traps in order to traverse a “dungeon.” The game will have a basic implementation of an HP and Attack system that is provided for both the user and the enemies. We hope to be able to implement a generator for infinite levels (with varying difficulties) and a scoreboard that lists the user’s highscores. Although additional mechanics will be our lowest priority, we hope to be able to implement other mechanics such as an inventory, a shop, a currency system, an equipment system, potions, monster drops, and additional user stats (such as defense, accuracy, critical, and etc.)

Project Team Raeed Azom will focus on implementing the GUI and Jeffrey Lee will focus on the functions and mechanics of the game.

Challenges I believe that some challenges that we will face include the implementation of the GUI, the implementation of an AI for the enemies, enabling character movements and actions (such as attacking), limiting the user’s movement in a given map, and assessing and applying difficulties and levels. Although these are the challenges that we can think of, we are certain that there will be more difficulties that we may encounter.

# Major Tasks and Schedule

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| Task | When | Responsible |
| Finish Planning and Assigning Roles | April 27 | Raeed and Jeffrey |
| Determine and Secure Assets | April 27 - May 1 | Raeed and Jeffrey |
| Preliminary Specifications and Class Diagrams | April 27 - May 4 | Raeed and Jeffrey |
| Research on how to develop the GUI | April 27 - May 4 | Raeed |
| Research on how to develop the game functions and mechanics | April 27 - May 4 | Jeffrey |
| Coding: Develop Level GUI | May 4 - May 11 | Raeed |
| Coding: Develop Game Mechanics | May 4 - May 11 | Jeffrey |
| Coding: Develop Menu and Game Over screens | May 11 - May 16 | Raeed and Jeffrey |
| Extra: Develop a generator for infinite levels and add a list of highscores to the Game Over screen. | May 11- May 16 | Raeed and Jeffrey |
| Extra: Finish Developing additional game mechanics (eg. inventory, equipment, potions, shops, currency, monster drops, and additional stats) | May 16 | Raeed and Jeffrey |
| Debugging and Testing | May 16 - May 18 | Raeed and Jeffrey |