

# COMP2511 Project

**Group: The-Hackers**

## List of Assumptions made:

- Every Dungeon Layout must have walls along all edges of the grid to stop players from moving out of the dungeon's boundaries.
- If a bomb is lit, it lowers its countdown by one, every time the player moves, starting from 5.
- If a Hound does not have an assigned Hunter to assist, then the Hound will move towards the Player
- Strategist's move towards the location where the player is likely to go to finish the level.
  - If the completion method is EXIT: the Strategist moves towards the EXIT
  - If the completion method is ENEMIES: the Strategist moves towards the Enemy, closest to the Player
  - If the completion method is SWITCH: the Strategist moves towards the Switch closest to the Player
  - If the completion method is TREASURE: the Strategist moves towards the Treasure closest to the Player
  - If the Player is closer than any of the above Entities, the Strategist, moves towards the Entity.
- When boulder are pushed on top of Potions and Weapons, they are destroyed.
- Boulders cannot be moved onto Doors, Treasure or Keys,
- Every dungeon is a grid which has a width and height size between (and including) minimum 3 and maximum 20
- Dungeon Creator has rules applied to the various types of Dungeons:
  - Every level created must have 1 player in the dungeon
  - If completion method chosen is: Reach Exit, the dungeon must also have an Exit
  - If completion method chosen is: Kill Enemies, the dungeon must also have at least 1 enemy
  - If completion method chosen is: Collect Treasure, the dungeon must also have at least 1 Treasure
  - If completion method chosen is: Activate Switches, the dungeon must also have at least 1 Switch AND Boulder
  - The dungeon must also have a name provided to it, before saving.
  - A Dungeon must be saved before it can be tested by the User
- When loading a previous created dungeon to change, the previous Dungeon will be overwritten with the new altered Dungeon
- Players can be start anywhere within the boundaries of the Dungeon.
- If a Door is opened with a Key, the Door remains open for the entirety of the game