

PROJECT SPECS – DUNGEON-MANIA

In this assignment, you will be working with your partner on the existing codebase in a series of tasks:

- Acclimatising yourselves to the codebase, analysing the existing code, including Design Patterns present and smells;
- Refactoring the code to improve the quality of the design, incorporating Design Patterns discussed in the course;
- Extending on the existing codebase to provide new functionality.

Product Specification (MVP)

In Dungeon Mania you control a Player and have to complete various goals within a series of dungeons to complete the game!

The simplest form of such a puzzle is a maze, where the Player must find their way from the starting point to the exit.

More advanced puzzles may contain things like boulders that need to be pushed onto floor switches, enemies that need to be fought with weapons, or collectables like potions and treasure.

The Player, can be moved up, down, left and right into cardinally adjacent squares, provided another entity doesn't stop them (e.g. a wall). The Player begins the game with a set amount of health and attack damage. The Player spawns at a set 'entry location' at the beginning of a game.

In short, there are things like:

- Static Entities
- Moving Entities
- Collectable Entities
- Buildable Entities
- Battles
- Goals