Rogue

For our project, we aim to create a terminal based game similar to the classic dungeon crawler rogue from 1980. The game will have a couple of either hand crafted, or randomly generated dungeons that the player will traverse using the arrow keys. The player should be able to pick up items, and attack monsters during their adventure into the dungeon. Each dungeon delve will be its own adventure, meaning there is no persistance between runs, Instead of normal game ticks, which operate based on time, our game ticks will be triggered by movement. Every time the player moves, the monsters will have an opertunity to do so as well.

Priority	Description	points
A	Make entire new program with similar methods to some previous assignment	40-60
A	Make program take simple decisions	20
B	Random dungeon genaration	40
B	Simple monster AI	40

Interesting parts of the assignment:

- We will need to find a nice and simple way to draw the map, and let the user traverse it.
- We will need to figure out how to randomly generate a dungeon. This would probably not be fully random. Instead we would make different templates, and then randomly combine them in order for each floor of the dungeon to have a unique layout.
- We would have to figure out how to make simple AI, so that the monsters would move on their own accord.

Expected number of points 80 – 160.