Project Report

Rogue

# Project Description

For our project, we aimed to create a terminal based game similar to the classic dungeon crawler Rogue from 1980. Our version of the game is a simple dungeon crawler with no end objective. The player navigates a series of dungeon floors, trying to get through as many as he can. The dungeon is built up by combining a random templates of dungeon rooms. The player can traverse the dungeon using the arrow keys. The player can use items they find, and attack monsters they encounter during their adventures in the dungeon. Each dungeon delve will be its own adventure, meaning there is no persistence between runs. Instead of normal game ricks, which operate based on time, our game ticks, which

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

# Fulfilled Items from the Project Proposal

For each one:

What in the program fulfils this item

A description of its implementation

What students believe their implementation of that item is worth in points

# Other Implemented Items

Each significant implementation item that students added but isn't in the original proposal

For each one:

A description of its implementation

What you believe your implementation of that item is worth in points

# Problems we ran into

Any specific problems students ran into

# Interesting Solutions

Any interesting solutions students found or came up with and implemented into their program

# Project Worth

What they believe their project is worth in points (out of 100)