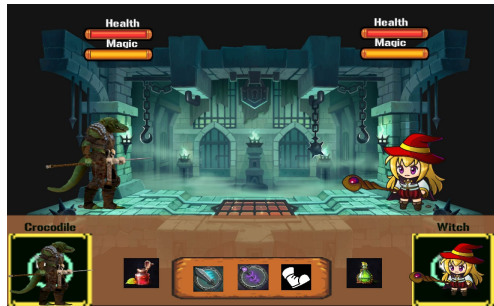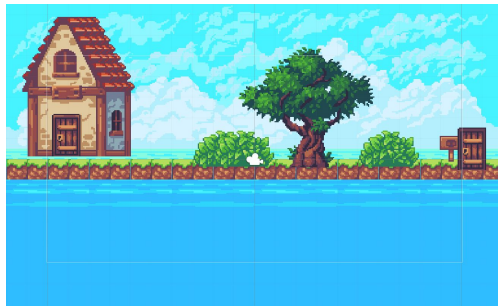# Team-D

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Dungeon game

- Turn-based
- 2D side-scrolling
- Roguelike
- Unity

Story Line

1. Player is a senior adventurer.
2. Player accept a task to explore an unknown dungeon.
3. Arrive at the village, investigate and get information about dungeon from NPCs.
4. Enter dungeon to start the first battle.
5. Experience random events.
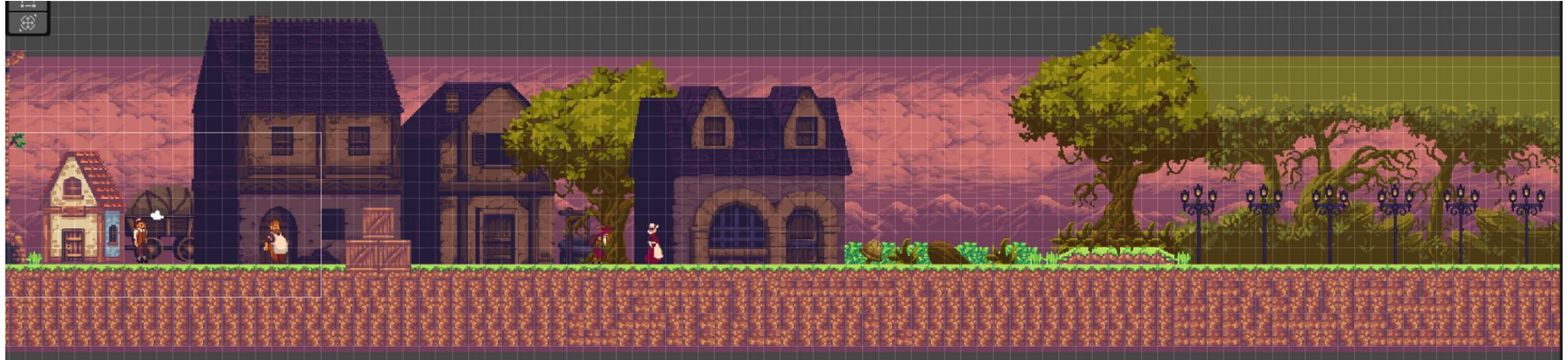6. Pass 8 levels to finish the dungeon.

Done List

- Maps design
- Basic movement functionalities
- Battle scenes
- Battle animation
- Character abilities
- Item abilities
- Monster abilities

To-do List

- the animator for all movements of character and NPCs
- Algorithm for battle
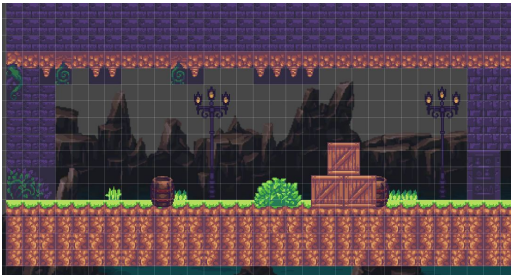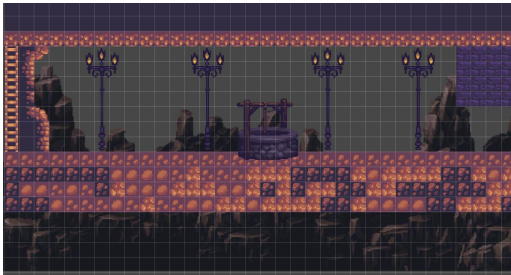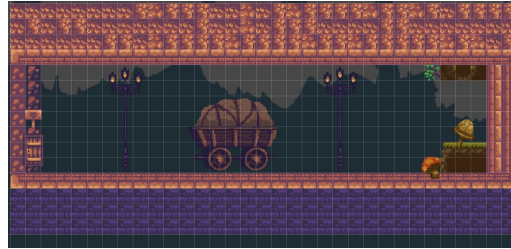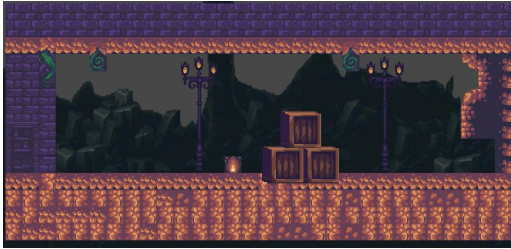- Maps switch
- Interact with NPCs

The village

Battle and Loot(get gold)

Random event after battles

Battle with items(gold spent)

Character wiki

User Hero: Witch
Name: Hermione
Health: 100
Mana: 50
Normal Attack :15
Magic Attack: 30
Defense: 10

Monsters wiki

Monster1:
Health: 100
Normal Attack :10
Defense: 10

Monster2:
Health: 100
Normal Attack :10
Defense: 10

Monster3:
Health: 50
Mana:50
Normal Attack :10
Magic Attack: 20
Defense: 5

Monster4:
Health: 100
Normal Attack :10
Defense: 10

Monster5:
Health: 50
Mana:50
Normal Attack :10
Magic Attack: 20
Defense: 5

Monster6:
Health: 100
Normal Attack :10
Defense: 10

Monster Boss:
Health: 100
Mana: 50
Normal Attack :15
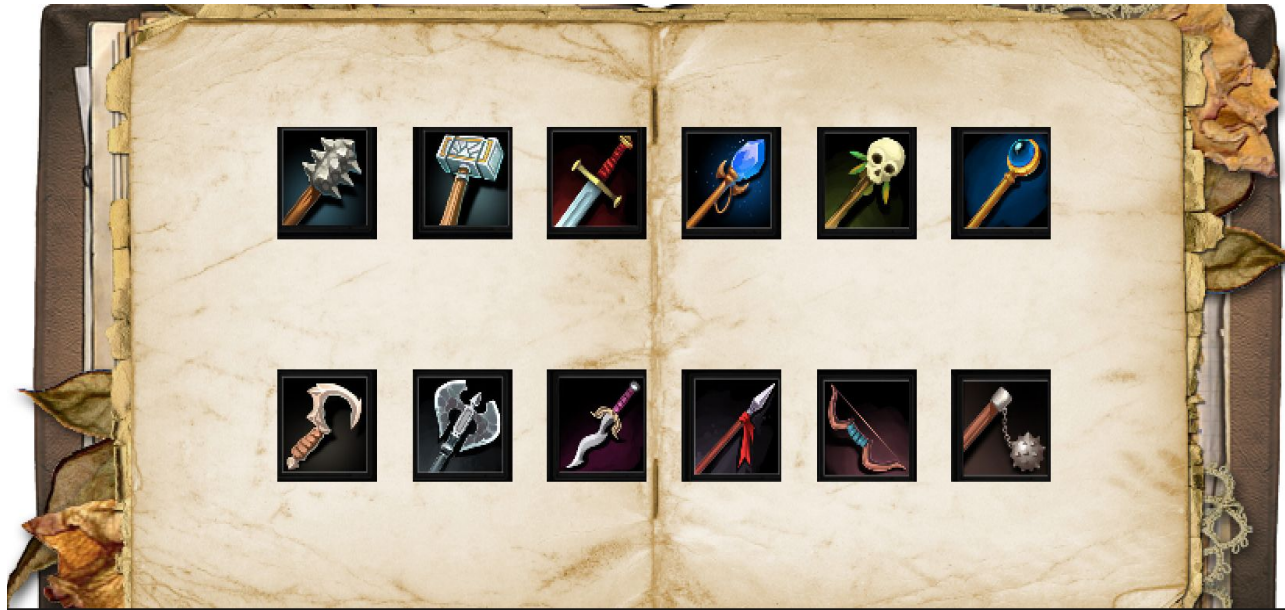Magic Attack: 30
Defense: 20

Monster Boss2:
Health: 100
Mana: 50
Normal Attack :15
Magic Attack: 30
Defense: 20

Items wiki

Wepon1:
Attack Power: +1

Wepon2:
Attack Power: +3
Defense: +1

Wepon3:
Attack Power: +3
Defense: +1

Wepon4:
Attack Power: +1
Magic Attack: +1

Wepon5:
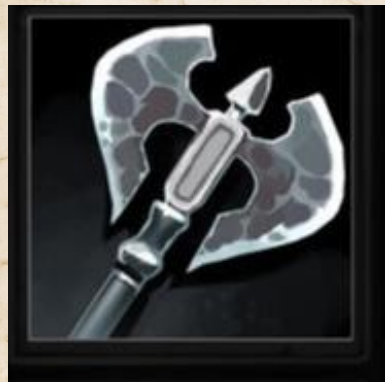Attack Power: +2
Defense: +1
Magic Attack: +2

Wepon6:
Attack Power: +3
Defense: +2
Magic Attack: +3

Wepon7:
Attack Power: +1
Defense: +1

Wepon8:
Attack Power: +1
Defense: +1

Wepon9:
Attack Power: +3
Defense: +3

Wepon10:
Attack Power: +1
Defense: +1

Wepon11:
Attack Power: +1
Magic Attack: +1
Defense: +1

Wepon12:
Attack Power: +1
Defense: +1