

**Game Name:** DUNGEONBLAST™

**Team Name:** Team Dungeonblast™-ers™

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**Genre:** Maze/Top-down shooter adventure

**Game Description:**

An unlucky astronaut has crash landed on a monster-filled planet and is separated from their ship. The hero must navigate through a maze filled with monsters in order to reach their crashed spaceship. The hero can shoot their enemies with their blaster and can pick up other weapons/abilities along the way. At the end of the maze is a boss fight with the dragon that is guarding the spaceship. This is the final test of the player's abilities and requires precise timing and skill. The player has a certain amount of health at start and different enemies do different amounts of damage. Health pickups along the way can restore this and help the player against the final boss.

**Technical Features:**

Dungeonblast features a large maze filled with deadly spiders that harm the player upon contact, health restoring pickups, ammo restoring pickups, and a magic fireball weapon that does not consume ammo. The maze is a large sprite and the walls are determined by collision events with '#' characters. The main enemy found in the maze are spiders, and a large dragon serves as the final battle. Both enemy types can move in a fixed direction and change direction upon collision with the wall. Player health, ammo, and the current equipped weapon are displayed at the top of the screen via view objects.

**Milestones:**

- Tuesday, Dec 1st: Initial map design completed
- Thursday, Dec 3rd: Hero and enemies created
- Saturday, Dec 5th: Map completed, pickups completed, Alpha submitted
- Tuesday, Dec 7th: Enemy movement completed
- Wednesday, Dec 9th: Boss completed, audio implemented, sprites implemented, debugging, Final submitted

### **Distribution of Work:**

#### Madeline

- Hero movement and attacks
- Item pickups
- Enemy movement
- Boss movement and sprite
- Audio
- ViewObjects

#### Ryan

- Map sprite
- Map collision handler
- Hero sprites
- Enemy sprites
- Debugging exceptions, reticle

### **Deviations from Plan:**

The basic ideas of Dungeonblast remained the same throughout development, but some of our original ideas for extra functionality were cut from the final product. We were originally planning on having four different weapons instead of just two (a spreadshot gun and a freezing ice ball were the two that were cut), and a third enemy type (a larger, stronger version of the basic enemy) was planned. Otherwise, the major functionality and design of the game stayed consistent with our original plan.