ECMM

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"Shop 'n Dash" Roguelike Game

- "Shop 'n Dash" is a roguelike game centered around a whimsical and humorous grocery shopping experience.

- Avoid and defeat enemies around the store as you find your way through the shopping list, before they ruin your trip and defeat you.

Project Time Goals

We started off with a larger scope but had to cut back on the project as we went along, dealing with time and complexity issues. So, we didn't manage to include everything we initially wanted including:

- Enemies
- Upgrade items
- Final graphics of a grocery store setting

Things we were able to accomplish:

- Character select screen
- Create shopping list
- Simple AI generated level

What changed?

- Pivot from TCOD tutorial and used another tutorial with better graphics
- Simplified Goals/ Features
  - Removed player upgrades
  - Didn't get to enemies
- Upgraded to tile map graphics instead of ASCII characters and map
- Character selection
- Added shopping lists
- AI generated level creation

Demonstration- Completed Tutorial

Issues:
- God-like classes
- No AI generated levels

Demonstration- Our Game

How to install and play

- Clone our repository from https://github.com/malpal64/GVSU-CIS350-ECMM
- Open terminal and install Pygame library
  - pip install pygame
- Open repo in Pycharm or other Python IDE
- Open:
  - Src folder
  - Shop_n_dash
- Run main.py