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**CSCD454 Final Project**

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Project Description

To begin, for our project we decided to stick with the dungeon crawler, "dungeons and dragons" theme. We chose Java as our programming language, and all game interactions are console based (no GUI). Our dungeon setting is a three dimensional maze, in which the players ultimate goal is to find the end (on the top floor) and slay the final boss.

The player will start with a choice of difficulty (maze size), then be given an option to build a hero party of three, out of five hero choices. The player will then move the hero party through the dungeon by entering directions, as prompted by the game. In each new room of the dungeon, the hero party will have a chance of entering combat with a party of monsters. The two parties will battle, and the player will be given attack, and defense options for each character throughout the battle. Heroes that survive the battle will earn experience and, after earning enough experience, level up. Leveling up will make the heroes faster (more attacks in battle), tougher, and more powerful. Leveling up before moving to higher dungeon floors will be necessary, as monsters on each floor will be more difficult than the last.

Additionally, as the player explores the dungeon , new armor and consumable items (potions) can be acquired from loot chests and monsters. New armor can be equipped to heroes, and potions can restore health inside of combat or while exploring.

Ultimately, to win the game the player will need to traverse each dungeon floor and defeat its boss; then after making it to the top floor the player can challenge and defeat the final boss. If heroes die along the way, they can be brought back to life with potions. If at any point all of the hero party members are dead, the player will lose the game.