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## Introduction

The inspiration for this project was watching a young Ben Savage play a text-based dungeon crawling game in the movie **Big.** By the time I was getting into video games as a child, the 8-bit games like the Nintendo Entertainment System ruled the market and text-based dungeon crawls were no longer popular. However, this project inspired the idea to create one of my very own. I had a great deal of fun with this project and, while I think I may have gone a bit overboard with the assignment, I think the final product is pretty awesome!

## Game Map

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **A1 REST AREA**  **STARTING  POINT** | **A2** | **A3** | **A4**  **MINION** | **A5** |
| **B1**  **MINION POWER-UP** | **B2** | **B3** | **B4** | **B5**  **BOSS**  **POWER-UP REST AREA** |
| **C1** | **C2** | **C3**  **MINION** | **C4** | **C5** |
| **D1** | **D2**  **MINION** | **D3** | **D4** | **D5**  **MINION** |
| **E1**  **BOSS**  **POWER-UP** | **E2** | **E3**  **SECRET ROOM**  **POWER-UP**  **REST AREA** | **E4** | **E5**  **FINAL BOSS** |

Table - A table showing the map of the dungeon

The above map details how the dungeon was built. The two-digit ID’s in the corner show the key pair ID used when building the Dynamo DB tables. The arrows indicate which way the character could travel through the map. In game, this is represented by a text command allowing you to move either North, South, East, or West (depending on which direction is available). The table also contains information on which direction leads to which room. So room **C1** will have an option to move **East** into **C2**. All of that will be contained in the table and accessed by the program. Additionally, the map shows the location of various minion and boss fights, hidden power-ups/treasure, rest areas, and even a secret room!

## Technical Details

The game is designed to run solely through a command line interface (CLI). As you move through the game, new menus will appear based on your selection from the prior menu. These menus will give you options to move through the dungeon map, fight monsters, search for treasure, rest, and exit the game. In designing the game, using JSON template files to build the initial data of the game (that would get changed during game play) seemed the best practice. This allowed for an easily managed reset method. If I wanted to start a new game, all I had to do was drop the table and load the starting data again. I had to use two JSON files because there is a limitation of only adding 25 records at a time. Additionally, I chose to put all the contents for the player character, the monsters, the map, and the save data all in a single table. The non-relational format of Dynamo DB allowed for records with varying data points and with non-relational databases, it is a best practice to simply put everything into a single table (Amazon, n.d.)

## Game Play Screen Captures

A screenshot of a computer program

Description automatically generatedA screenshot of a computer program

Description automatically generated

Figure - Starting the game and first few rooms

A screenshot of a computer program

Description automatically generatedA screenshot of a computer

Description automatically generatedA screenshot of a computer

Description automatically generated

Figure - Showing the full fight sequence

A screenshot of a computer program

Description automatically generatedFigure - Moving through the dungeon

A screenshot of a computer

Description automatically generated

Figure - Fighting a bat swarm

A screen shot of a computer

Description automatically generated

Figure - The end of the fight, got hurt

A screenshot of a computer error

Description automatically generated

Figure - First treasure!

A screenshot of a computer

Description automatically generated

Figure - Backtracking and finding another skeleton

A screenshot of a video game

Description automatically generated

Figure - Easy fight and more treasure

A screenshot of a computer program

Description automatically generated

Figure - Continuing through the dungeon

A screen shot of a computer screen

Description automatically generated

Figure - Second boss fight: Grypon!

A screenshot of a computer program

Description automatically generated

Figure - That was a CLOSE fight

A screenshot of a computer

Description automatically generated

Figure - Some armor treasure and another skeleton

A screenshot of a computer program

Description automatically generated

Figure - Another victory and ANOTHER skeleton!

A screenshot of a computer

Description automatically generated

Figure - Easily defeated

A screenshot of a computer program

Description automatically generated

Figure - Continuing through the dungeon

A screenshot of a computer

Description automatically generated

Figure - The final skeleton fight!

A screenshot of a computer

Description automatically generated

Figure - Searching the room reveals a hidden entrance

A screenshot of a computer

Description automatically generated

Figure - The hidden room has treasure!

A screenshot of a computer program

Description automatically generated

Figure - Rest and heal before the final fight

A screen shot of a computer

Description automatically generated

Figure - A tough fight!

A screen shot of a computer

Description automatically generated

Figure - The End Credits